

# Kotlin

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# What is Kotlin?

Kotlin is many things:

**It is cross platform.** Kotlin's current compilation targets are:

- JVM bytecode
- JavaScript
- Native binaries via LLVM:
  - iOS (arm32, arm64)
  - MacOS (x86\_64)
  - Android (arm32, arm64)
  - Windows (MinGW x86\_64, x86)
  - Linux (x86\_64, arm32, MIPS, RPi)
  - WebAssembly (wasm32)

**It is multi-paradigm.** Kotlin supports a mix of functional and object-oriented programming to achieve maximum productivity.

Its expansive standard library provides hundreds of utilities, ranging from basic helpers to entire suites of functions that, to work properly in other less-flexible languages, would have had to be fully-fledged language features. This is definitely directly not referring to LINQ.

**It is flexible.** In fact, the Gradle buildscript used to create this document was itself written in Kotlin.