Table of Contents

Why should I use 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)
  - watchOS (x86_64, arm32, arm64)
  - tvOS (x86_64, arm64)
  - Android (x86, x86_64, 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, in order to work properly in other, less-flexible languages, would have had to be fully-fledged language features; the previous sentence may or may not be a not-so-subtle jab at C# and LINQ.

It is flexible. Kotlin is a great fit for domain-specific languages (DSLs) and has great support for being used as an embedded scripting language — in fact, the Gradle buildscript used to create this document was itself written in Kotlin.