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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.