
Application Development for Mobile Computer

<Week 3>

Youn Kyu Lee

Kotlin

- Developed by JetBrains as an open-source project
- Officially recognized by Google in 2017 as an Android language
- The Kotlin compiler (kotlinc) compiles .kt files into Java bytecode
- Advantages
 - Concise syntax with modern language features
 - Built-in support for null safety
 - Fully interoperable with Java
 - Simplifies asynchronous programming using coroutines



• 코틀린 파일 구성(User.kt)

```
package com.example.test3
```

패키지

```
import java.text.SimpleDateFormat  
import java.util.*
```

임포트

```
var data = 10
```

변수

```
fun formatDate(date: Date): String {  
    val sdf = SimpleDateFormat("yyyy-mm-dd")  
    return sdf.format(date)  
}
```

함수

```
class User {  
    var name = "hello"  
  
    fun sayHello() {  
        println("name : $name")  
    }  
}
```

클래스

• 패키지 경로를 같게 작성한 예(Test.kt)

```
package com.example.test3

import java.util.*

fun main() {
    data = 20
    formatDate(Date())
    User().sayHello()
}
```

• 패키지 경로를 다르게 작성한 예

```
package ch3

import com.example.test3.User
import com.example.test3.data
import com.example.test3.formatDate
import java.util.*

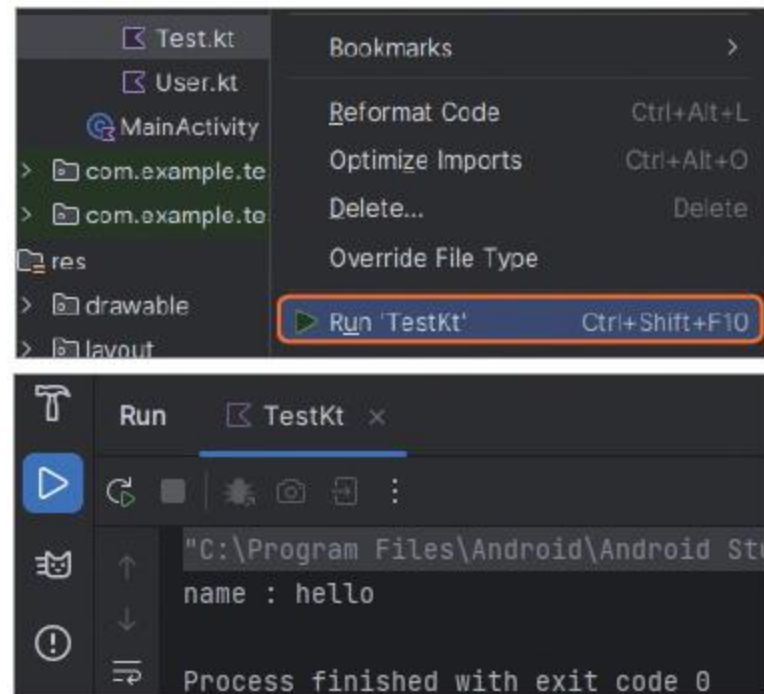
fun main() {
    data = 20
    formatDate(Date())
    User().sayHello()
}
```

패키지 경로가 다르므로
import 구문으로 불러 와야 함

Testing Kotlin

```
• 코틀린 소스 파일 • Test.kt

fun main() {
    println("hello world")
}
```



Var

- A variable is a named storage in memory (temporary storage space).
- Declare a variable and assign a value at the same time.
 - Kotlin uses type inference: the type (String, Int, Boolean, etc.) is determined automatically when the value is assigned.

```
var 변수명(이름) = 값
```

- Variables can be declared without assigning a value initially.
 - In this case, you must specify the type explicitly by placing a colon (:) after the variable name.

```
var 변수명: 타입  
변수명 = 값
```

Data Type

Category	Data Type	Description	Value Range & Examples
Numeric	Double	Stores decimal values	64-bit floating-point Approx. $-1.7E+308 \sim 1.7E+308$
	Float	Same as Double but smaller range	32-bit floating-point Approx. $-3.4E+38 \sim 3.4E+38$
	Int	Stores integers without decimals	32-bit integer $-2,147,483,648 \sim 2,147,483,647$
	Long	Stores larger integers than Int	64-bit integer $-2^{63} \sim 2^{63} - 1$
	Short	Stores integer values	16-bit integer $-32,768 \sim 32,767$
	Byte	Stores integer values	8-bit integer $-128 \sim 127$
Character	Char	Single character in single quotes	'A'
	String	Multiple characters	"This is a string."
Boolean	Boolean	Logical values	true or false

Val

- Unlike var, a value assigned to val cannot be changed.
- Declared in the same way as variables, but prefixed with val to make it read-only.

```
val 변수명(이름) = 값
```

- Useful for storing immutable values that can later be combined with other values.

```
val roadName = "국제금융로"  
var address = roadName + " 8길"
```

- Since variables defined with val cannot be reassigned, the following input will cause an error.

```
val language = "kotlin"  
language = "java"
```


Const

- Constants are mainly used to store fixed values that serve as a reference.
- Declared by adding the const keyword in front of a read-only variable (val).
- Similar to val (read-only), but the value is determined at compile time.
- Only primitive types (e.g., Int, Long) and String can be assigned to constants.

```
const val PI = 3.141592
```

Coding Convention

- Class Names
 - Each project follows specific coding rules for naming.
 - Class names generally follow the Camel Case convention.
 - The first letter of each word is capitalized, while the rest are lowercase.

```
class MainActivity
```

- Function and Variable Names

- Also follow Camel Case; The first letter of the first word is lowercase; The first letter of subsequent words is capitalized.

```
fun onCreateActivity( )
```

```
var intValue: Int
```

Coding Convention

- Constant Names
 - Written in all uppercase letters.
 - If a constant name consists of two or more words, use snake case with underscores (_) to separate words

```
const val HOW_ARE_YOU: String = "어떻게 지내?"
```

- Indentation
 - When a new code block begins, apply consistent indentation using either spaces or the tab key.

If

– Using if Statements

- Executes code block only if condition is true
- Comparison operators: >, <, >=, <=, ==, !=
- Logical operators: &&, ||, !

```
if (조건식) {  
    조건식이 참일 경우 실행되는 코드 영역  
}
```

코드 블록

– Forms of if

- Basic if – executes code when condition is true
- if ~ else – executes one block if true, otherwise the other
- if ~ else if ~ else: evaluates next condition only if previous is false
- Assigning if result to variable: the last expression in the block becomes the value

When

- Extended form of if that adds range comparison, similar to switch but more powerful
- Basic when
 - Write parentheses () after when
 - Place the variable to be compared inside the parentheses
- Using Commas
 - If multiple values share the same result, separate them with commas
- Range Comparison
 - Use in to compare a range of values
 - Can implement functionality similar to <=, >= in if statements
- when Without Parameters
 - Parentheses can be omitted
 - Works like an if statement

If vs When

- Year Data
 - Example: 2019, 2020, 2021, 2022, 2023 ...
 - Number of values is large and range is not fixed
 - Use if when the range is broad and values cannot be specifically limited
- Day of the Week Data
 - Example: Mon, Tue, Wed, Thu, Fri, Sat, Sun
 - Number of values is fixed and specific (7)
 - Use when when the range is limited and values are specific

```
when (요일) {  
    월 -> 영어 공부를 합니다.  
    화 -> 자전거 모임이 있습니다.  
    수 -> 친구를 만납니다.  
    목 -> 피아노를 칩니다.  
    금 -> 코딩 공부로 밤을 세웁니다.  
    토 -> 빨래를 합니다.  
    else -> 집 청소를 합니다.  
}
```

Array

- Before storing values, the array size must be allocated or determined by the number of initial values.
- The size must be fixed in advance and cannot be increased or decreased later.
- Arrays can be stored in variables like other data types.

```
var variable = Array(size)
```

- Character Array Allocation
 - Allocate empty array space
- Assigning Array with Values
 - Assign array space directly with values
- Inserting Values into Array
 - Use the assignment operator = or the set function
- Retrieving Values from Array
 - Access values using their index

Collection

- In addition to Array, Kotlin provides data types that can store multiple values.
- A collection is also called a dynamic array because, unlike arrays, its size is not fixed at creation and it can hold an arbitrary number of elements.
- Collections include List, Set, Map.
- Elements in Collections
 - The basic unit of a collection is an element.
 - The structure of elements depends on the collection type.

List element = value of the list

Map element = key and value of the map

- Use size to retrieve the number of elements.

List

- A collection where each stored value has an index
- Allows duplicate values
- Use the prefix mutable in front of the List type
- Functions for List
 - Create a list: `mutableListOf()`
 - Add a value: `add()`
 - Access a value: `get()`
 - Modify a value: `set()`
 - Remove a value: `removeAt()`
 - Create an empty list: `mutableListOf<Type>()`

Set

- A List that does not allow duplicates
 - Similar structure to List, but cannot be accessed by index
 - Does not support the get() function
- Initialize an empty set and add values

```
var variable = emptySet<Type>()
```

- Using Set
 - Since Set has no index-based access, values at specific positions cannot be retrieved directly
- Deleting from Set
 - Because Set does not allow duplicates, values can be deleted directly by value

Map

- A collection of key–value pairs
- Unlike List, both the key type and the value type must be specified when creating a Map
- Creating a Map
 - Use generics to specify the data types of the key and value
- Creating an Empty Map and Adding Values
 - Use the put() function with a key and a value to add entries
- Using a Map
 - Use the get() function with a key to retrieve a value
- Modifying a Map
 - If a value with the same key already exists, put() updates the value while keeping the key
- Deleting from a Map
 - Use the remove() function with a key to delete the entry

Immutable Collection

- Same as existing Collections, but without the mutable prefix
- Once created, values cannot be changed

```
var list = mutableListOf("1", "2")
```



```
var list = listOf("1", "2")
```

- Functions like add() or set() are not supported
 - Modification, addition, or removal of elements is not allowed
- Example Use Case
 - Declaring the 7 days of the week as an Immutable List ensures the values remain constant

```
val DAY_LIST = listOf("월", "화", "수", "목", "금", "토", "일")
```

- Immutable Collections should be declared with val (Variable names should be written in uppercase)

for

- Used to repeat code a specific number of times

```
for (variable in startValue..endValue) {  
    // code block  
}
```

- for in .. : General form of for loop
- until : Repeats up to but excluding the last number
- step : Skips numbers by a step value
- downTo : Decreases values in reverse order
- Iterate through elements in an Array or Collection

```
val items = arrayOf("a", "b", "c")  
for (item in items) {  
    // code block  
}
```

while

- A statement used to repeat code until a condition is satisfied
- Can be considered as a repeatable form of if

```
while (condition) {  
    // code block  
}
```

- Standard while Loop
 - Unlike the for loop, if an index needs to increase or decrease, it must be handled manually in the code
- do ~ while Loop
 - Executes the code inside the do block at least once, regardless of the condition
 - Differs from the standard while loop because it still executes once even if the initial value does not satisfy the condition

Controlling Loops

- Used when a loop must exit early or skip to the next iteration under certain conditions
- `break`
 - Exits the loop immediately
 - When `break` is encountered inside a loop, the loop terminates
 - Used when a condition requires leaving the for block entirely
- `continue`
 - Skips the remaining code in the current iteration
 - Control jumps back to the beginning of the loop for the next iteration

```
for (except in 1..10) {  
    if (except > 3 && except < 8) {  
        continue  
    }  
    Log.d("continue", "현재 index는 $except 입니다.")  
}
```

Function

- Defined using the fun keyword
- Can receive values as parameters (inputs)

```
fun 함수명(파라미터 이름: 타입): 반환 타입 {  
    return 값  
}
```

- Function with parameters and return value
- Function without return value
- Function with return value but without parameters

Function Parameters

- Defined in the form name: Type
- Multiple parameters are separated by commas
- All parameter values are immutable
 - Parameters can be considered as having an implicit val

```
fun 함수명((val 생략) name1: String, name2: Int, name3: Double) { 실행 코드 }
```

- Default Parameter Values
 - Use the = operator when defining a parameter to set a default value

```
fun 함수명(name1: String, name2: Int = 157, name3: Double) { 실행 코드 }
```

- Named Arguments
 - When a function has many parameters and the meaning of values may be unclear
 - Values can be assigned by explicitly specifying the parameter name, regardless of order

Class

- A way to group functions and variables together under a single name for easier use

```
Class class {  
    var variable  
    fun function() {  
        // code block  
    }  
}
```

- Example: String Class
 - Return string length: length()
 - Concatenate strings: plus()
 - Compare strings: compare()

```
Class String {  
    var length: Int  
    fun plus(other: Any) {  
        // code block  
    }  
    fun compare(other: Any) {  
        // code block  
    }  
}
```

Writing a Class

- Define a class name and use the class keyword in front of it
 - Use curly braces { } (class scope) to define the boundaries of the class

```
Class ClassName {  
    // class scope  
}
```

- Primary Constructor
 - Works like the header of a class
 - Defined with the constructor keyword (can be omitted in some cases)
- Secondary Constructor
 - Declared inside the class scope using the constructor keyword
 - Can be overloaded if the number or type of parameters differs
- Default Constructor
 - If no constructor is defined, a parameterless primary constructor is provided by default

Using a Class

- Add parentheses () after the class name to call the constructor and create an instance
- The created instance can be stored in a variable and used

```
var kotlin = Kotlin()
```



- Accessing Functions and Variables in a Class
 - Using a class means accessing the variables and functions defined inside it
 - Through the constructor, the created instance stored in a variable can access internal members using the dot operator (.)

Object

- An object allows you to use properties and methods inside its block without instantiating the class with a constructor
 - Properties and methods inside the object block can be accessed directly with the class name and dot operator
 - Unlike classes, only one instance of an object exists throughout the entire app
- Companion Object
 - A companion object is used to add object functionality inside a regular class

Data Class

- Used for simple value storage
 - Created by adding the data keyword in front of the class definition
 - Parameters are defined after the class name
 - Unlike regular constructors, each parameter must explicitly specify var or val to indicate mutable or immutable

```
data class 클래스명 (val 파라미터1: 타입, var 파라미터2: 타입)
```

- Defining and Creating a Data Class
 - Use the data keyword before class
 - The var (or val) keyword in constructor parameters cannot be omitted
 - Parameters defined with val are read-only, like normal variable declarations
 - toString() in a data class returns the stored values, while in a regular class it returns the instance address
- Works like a normal class: calling the constructor executes the init block and methods can be used

Inheritance (1)

- Inheritance supports the reuse of classes
 - It provides another way of using class resources, similar to accessing methods and properties with the dot operator (.) after creating a class
 - With inheritance, methods and properties of the parent class can be used as if they are part of the child class
- Class Inheritance
 - Use the open keyword to declare a parent class and allow its methods and properties to be inherited
 - Since inheritance means that the child contains the parent instance, the parent constructor must be called by adding parentheses () after the parent class name

```
open class 상속될 부모 클래스 {  
    // 코드  
}  
class 자식 클래스: 부모 클래스() {  
    // 코드  
}
```

Inheritance (2)

- Inheriting a Class with Constructor Parameters
 - If the parent class has constructor parameters, values can be passed through the child class constructor
- Using Parent Properties and Methods
 - Properties and methods defined in the parent class can be used directly in the child class
- Inherited properties and methods can be redefined using override
 - When redefinition is needed, use the override keyword
 - Methods and properties must be marked with open in the parent class to allow overriding
- Extensions in Kotlin
 - Kotlin supports extensions for classes, methods, and properties

Design Tools (1)

- Managing files during coding—classifying, naming, and organizing them into directories—is all part of design
- Package
 - A package is a directory structure used to manage classes and source files
 - Since multiple files can be created in one package, related files should be placed together for easier management
- Abstraction
 - When the code design is not yet clear, only method names are written while the implementation is deferred
 - Use the abstract keyword to declare abstraction
- Interface
 - An interface is like an abstract class that contains only method names without implementation code

Design Tools (2)

- Visibility Modifiers
 - Classes, interfaces, functions, and variables can all have visibility modifiers

Modifier	Scope of Access
private	Not accessible from other files
internal	Accessible only within the same module
protected	Same as <code>private</code> , but accessible from child classes in inheritance
public	Accessible from all files without restriction

- Applying Visibility Modifiers
 - When applied, they restrict the use of the corresponding class, member property, or method

null

- Incorrect handling of null can cause program malfunctions and threaten stability
- Kotlin provides null safety mechanisms to ensure safe handling of null
- Allowing null in Variables
 - If a type does not have a ? after it, null cannot be assigned
 - Add ? after the type to allow null
- Allowing null in Function Parameters
 - Like the Bundle parameter in Android's onCreate() method, function parameters can also allow or disallow null
 - If a parameter allows null, a null check must be performed in the function before using it
- Allowing null in Return Types
 - Add ? after the return type to allow null values to be returned

Safe Call

- Provides a concise way to perform null checks
- When ?. is used after a nullable variable:
 - If the variable is null, the method or property after ?. is not called
 - If the variable is not null, the method or property is executed normally

```
fun testSafeCall(str: String?): Int? {  
    // str이 null이면 length를 체크하지 않고 null을 반환합니다.  
    var resultNull: Int? = str?.length  
    return resultNull;  
}
```

Replacing Null Values

- Use the Elvis Operator (?:) to set a default value when the original variable is null
- If the variable is null, the default value is returned
- If the variable is not null, its value is returned

```
fun testElvis(str: String?): Int {  
    // length 오른쪽에 ?:을 사용하면 null일 경우 ?: 오른쪽의 값이 반환됩니다.  
    var resultNonNull: Int = str?.length?:0  
    return resultNonNull  
}
```

Nullable(?), Safe Call(?.), Elvis Operator(?:)

Nullable	<ul style="list-style-type: none">• Notation: Add ? after the variable type
	<ul style="list-style-type: none">• Purpose: Allow null as a value
	<ul style="list-style-type: none">• Example: var nullable: Type?
Safe call	<ul style="list-style-type: none">• Notation: Add ?. after the variable name
	<ul style="list-style-type: none">• Purpose: Skip the property or command if the variable is null
	<ul style="list-style-type: none">• Example: var result = variable?.length or variable?.property?.something
Elvis operator	<ul style="list-style-type: none">• Notation: Add ?: after the variable name
	<ul style="list-style-type: none">• Purpose: Use the value after ?: as a default when the variable is null
	<ul style="list-style-type: none">• Example: var result = variable ?: 0 or variable?.property ?: 0

lateinit

- Prevents overuse of nullable (?) handling in class code
 - Used when a class property must be declared as nullable first, but initialized later (e.g., in the constructor or another method)
 - By using lateinit, safe calls (?.) are avoided, improving code readability
- Normally, a variable is declared with ? and initialized with null
 - Later, the value is assigned in another method of the class
 - However, accessing such variables requires frequent safe calls (?.), reducing readability
- Features of lateinit
 - Can only be used with class properties declared with var
 - null is not allowed
 - Cannot be used with primitive types such as Int, Long, Double, Float

lazy

- Lazy Initialization with lazy
 - Provides lazy initialization for read-only variables (val)
 - Unlike lateinit (which can be reassigned), a variable declared with lazy cannot be changed
 - Declare the variable with val and use the by lazy { } syntax to specify the initialization code
- Features of lazy
 - The variable is initialized at the time of its first call, using the value inside by lazy { }
 - Initialization code is written together at declaration, so no separate initialization is required later

Scope functions

- Functions that help simplify and shorten code, also called scope functions
- `run`
 - Within the scope function, the target object is referenced as `this`
 - Works like calling functions inside a class
 - Methods and properties can be called directly without `this`
- `let`
 - Within the scope function, the target object is referenced as `it`
 - `it` cannot be omitted, but can be replaced with another name (e.g., `target`)