

Dealing with nutt

why Kotlin doesn't need Optimal





















































































































































































































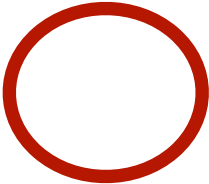


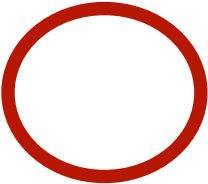














null safe navigation



Elvis operator



```
fun measureLength(s: String?): Int =  
    Optional.ofNullable(s).map { it.length }.orElse(0)
```



```
fun measureLength(s: String?): Int = s?.length ?: 0
```

Dealing with null

why Kotlin doesn't need Optional

```
fun measureLength(s: String?): Int =  
    Optional.ofNullable(s).map { it.length }.orElse(0)
```

```
fun measureLength(s: String?): Int = s?.length?:0
```

null safe navigation

?: Elvis operator

Dealing with null

why Kotlin doesn't need Optional

```
fun censorToEmpty(s: String?, censor: (String) -> String?): String =  
    Optional.ofNullable(s).flatMap { Optional.ofNullable(censor(it)) }.orElse("")
```

```
fun censorToEmpty2(s: String?, censor: (String) -> String?): String =  
    s?.let(censor) ?: ""
```