

TypeSystem

from Any to Nothing via Unit





MyClass



Any

A solid green oval shape that serves as the background for the text.

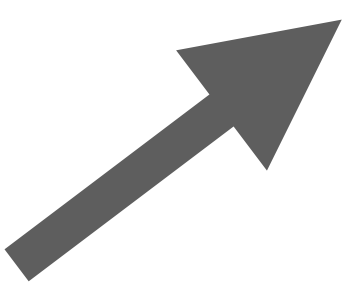
String

A solid green oval shape that serves as the background for the text.

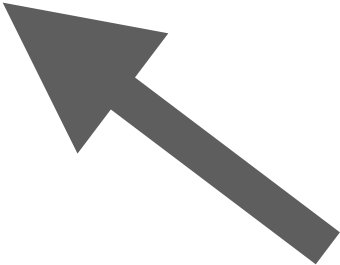
Unit

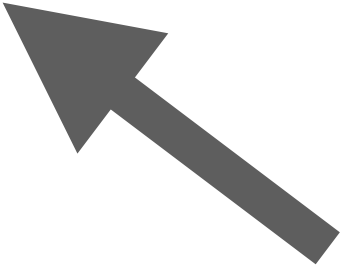


Nothing

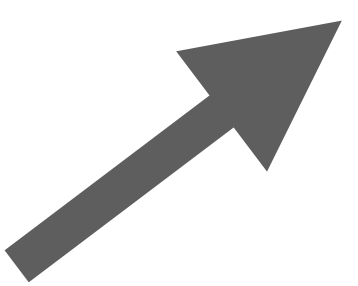












A solid red oval shape that serves as the background for the text.

MyClass?

A solid red oval shape that serves as the background for the text.

Any?

A solid red oval background that fills the entire frame.

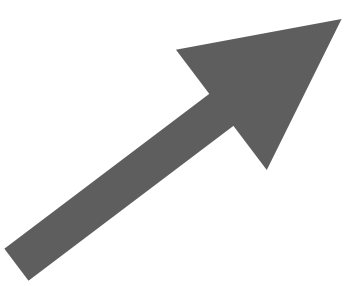
String?

A solid red oval shape that serves as the background for the text.

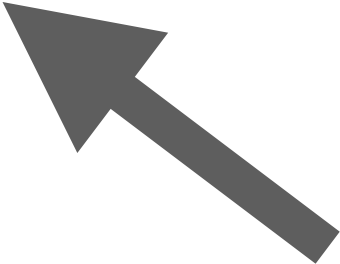
Unit?

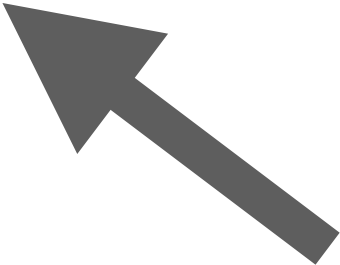
A solid red oval shape that serves as the background for the text.

Nothing?

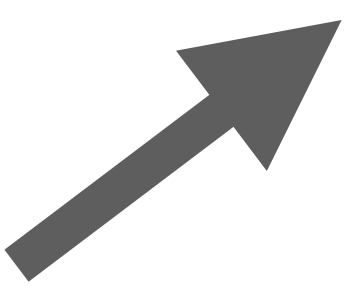


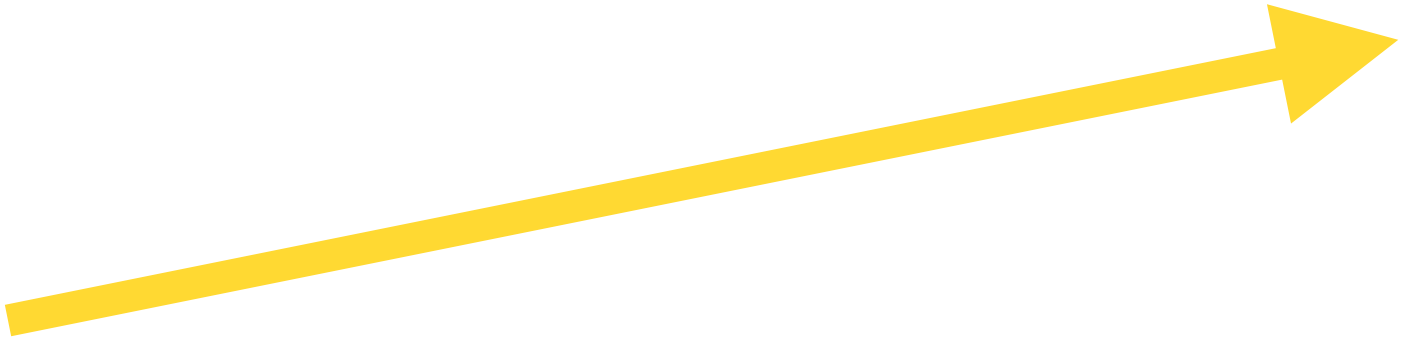


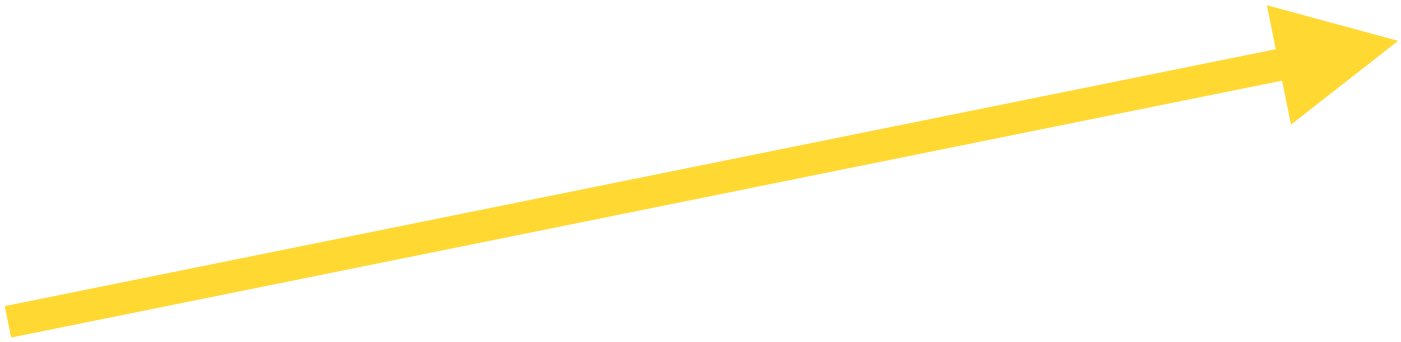


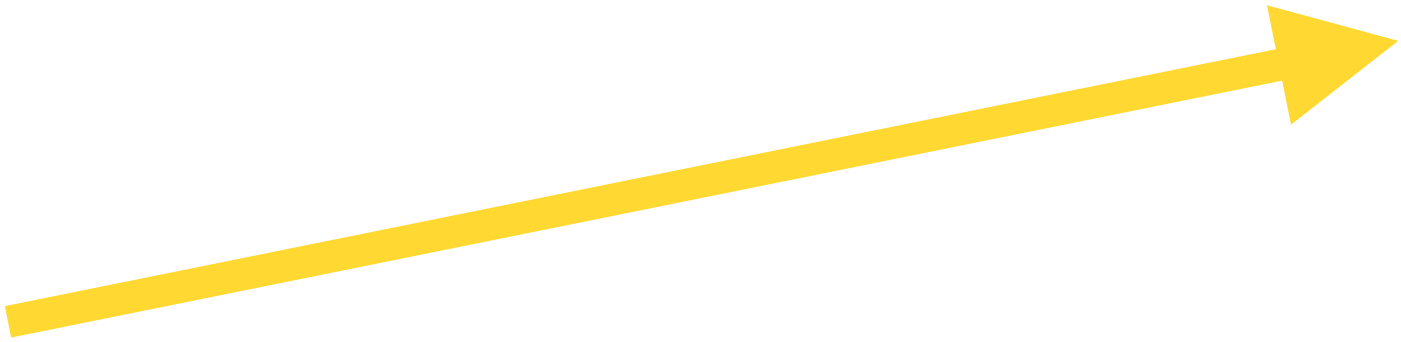


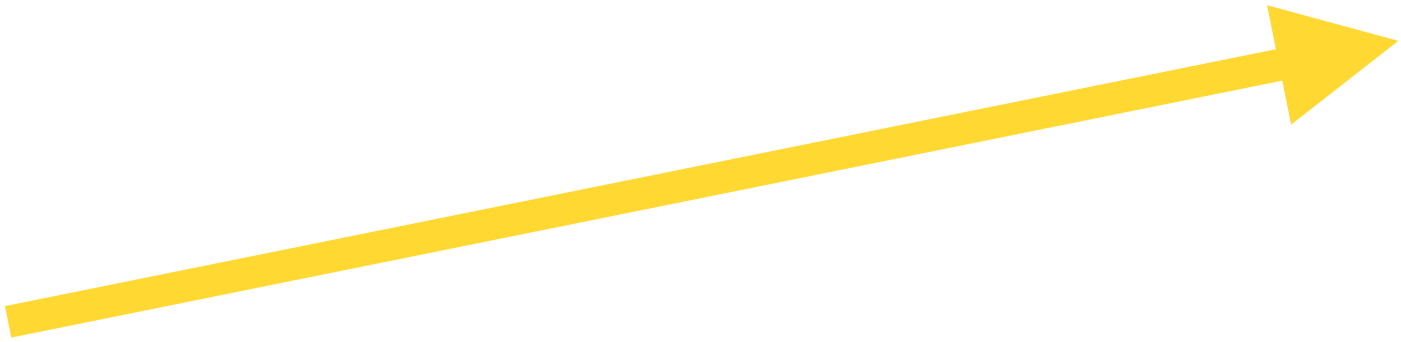


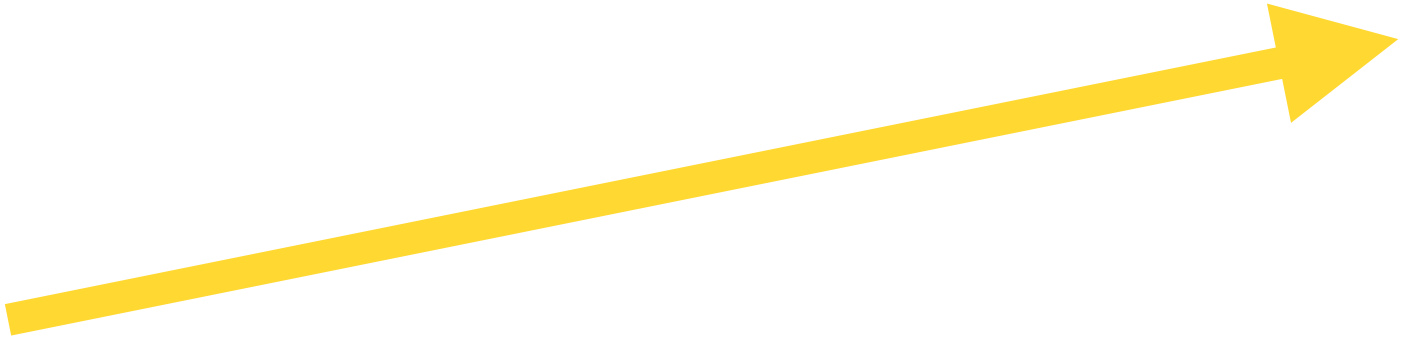






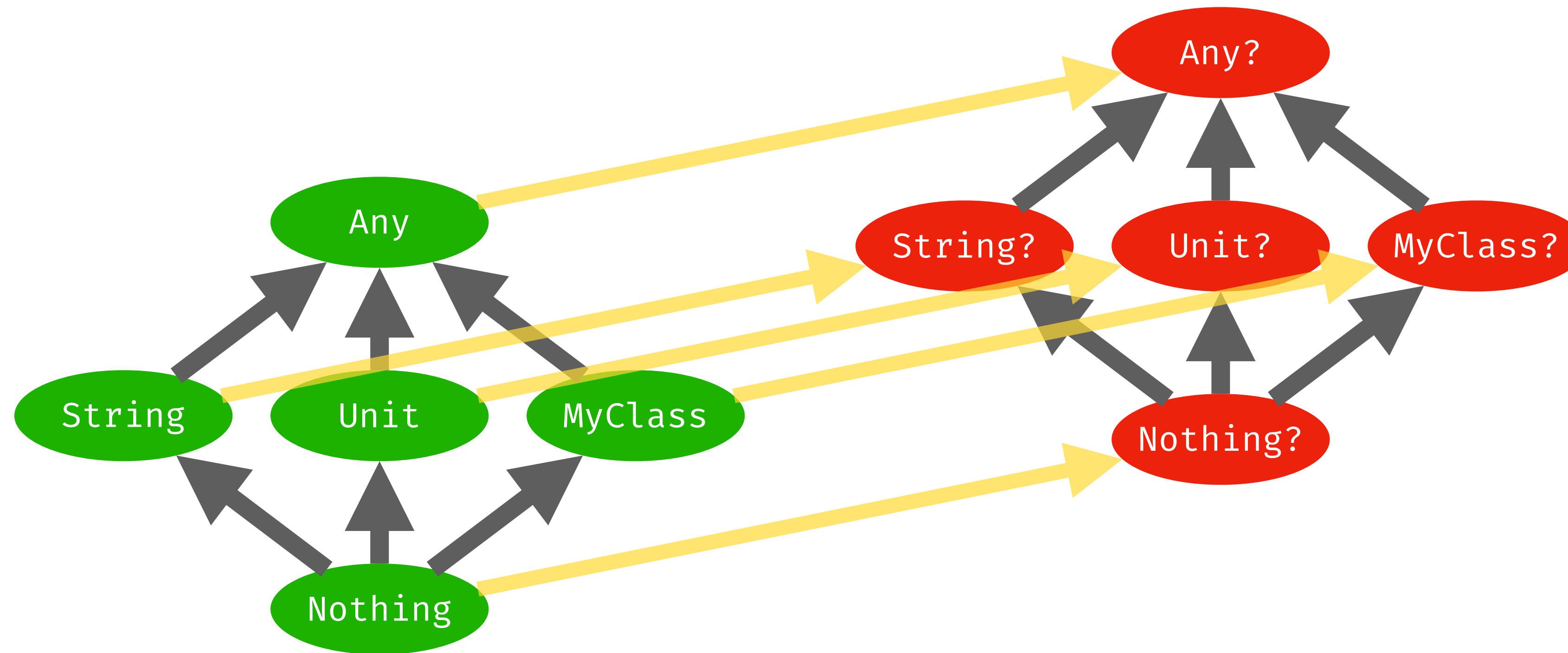






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```
val x = null
```