

Kotlin Cheat Sheet: Functions

Java

```
void doSomething() {  
    // logic here  
}
```

Kotlin

```
fun doSomething() {  
    // logic here  
}
```

Java

```
void doSomething() {  
    // logic here  
}
```

Kotlin

```
fun doSomething() {  
    // logic here  
}
```

Java

```
int getScore() {  
    // logic here  
    return score;  
}
```

Kotlin

```
fun getScore(): Int {  
    // logic here  
    return score  
}
```

// as a single-expression function

```
fun getScore(): Int = score
```

// even simpler (type will be determined automatically)

```
fun getScore() = score // return-type is Int
```

Java

```
int getScore() {  
    // logic here  
    return score;  
}
```

Kotlin

```
fun getScore(): Int {  
    // logic here  
    return score  
}
```

// as a single-expression function

```
fun getScore(): Int = score
```

// even simpler (type will be determined automatically)

```
fun getScore() = score // return-type is Int
```

Java

```
int getScore(int value) {  
    // logic here  
    return 2 * value;  
}
```


Kotlin

```
fun getScore(value: Int): Int {  
    // logic here  
    return 2 * value  
}  
  
// as a single-expression function  
fun getScore(value: Int): Int = 2 * value  
  
// even simpler (type will be determined automatically)  
fun getScore(value: Int) = 2 * value // return-type is int
```

Java

```
int getScore(int value) {  
    // logic here  
    return 2 * value;  
}
```

Kotlin

```
fun getScore(value: Int): Int {  
    // logic here  
    return 2 * value  
}  
  
// as a single-expression function  
fun getScore(value: Int): Int = 2 * value  
  
// even simpler (type will be determined automatically)  
fun getScore(value: Int) = 2 * value // return-type is int
```