

ROME - APRIL 13/14 2018

{CODEMOTION}

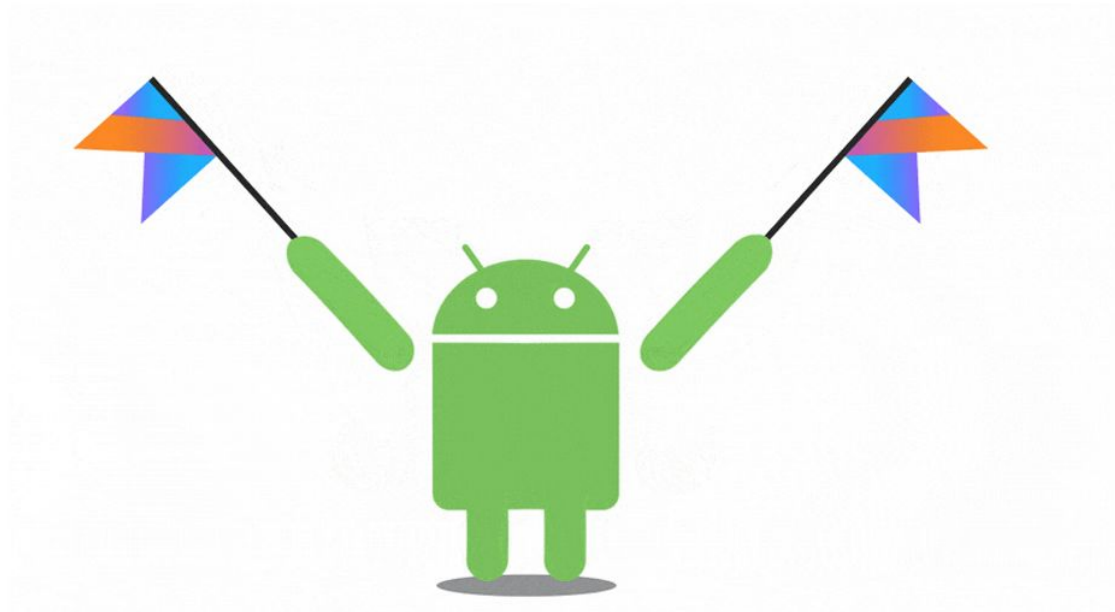
{ Kotlin for Android developers

Victor Kropp, JetBrains

@kropp



 Kotlin





Kotlin on

JVM + Android

JS

In development: **Kotlin/Native**

iOS/macOS/Windows/Linux

Links

Kotlin

<https://kotlinlang.org>

Kotlin Koans

<https://try.kotl.in>

Kotlin in Action book

by Dmitry Jemerov & Svetlana Isakova

Sample Java App

```
package kropp.name.myapp;

import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;

public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```

Converting to Kotlin

```
package kropp.name.myapp;

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        super.onCreate(savedInstanceState)
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```
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```

```
class MainActivity : AppCompatActivity {
```

```
    override fun onCreate(Bundle savedInstanceState) {
```

```
        super.onCreate(savedInstanceState)
```

```
        setContentView(R.layout.activity_main)
```

```
    }
```

```
}
```

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Converting to Kotlin

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```

```
import android.support.v7.app.AppCompatActivity
```

```
import android.os.Bundle
```

```
class MainActivity : AppCompatActivity {
```

```
    override fun onCreate(savedInstanceState: Bundle) {
```

```
        super.onCreate(savedInstanceState)
```

```
        setContentView(R.layout.activity_main)
```

```
    }
```

```
}
```

Converting to Kotlin

```
package kropp.name.myapp
```

```
import android.support.v7.app.AppCompatActivity
```

```
import android.os.Bundle
```

```
class MainActivity : AppCompatActivity() {  
    override fun onCreate(savedInstanceState: Bundle) {  
        super.onCreate(savedInstanceState)  
        setContentView(R.layout.activity_main)  
    }  
}
```


Sample Kotlin App

```
package kropp.name.myapp

import android.support.v7.app.AppCompatActivity
import android.os.Bundle

class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

Data classes

```
data class Person(  
    var firstName: String,  
    var lastName: String,  
    var age: Int  
)
```

Java equivalent

```
package kotlindemo;

import java.util.Objects;

public class Person {
    private String firstName;
    private String lastName;
    private int age;

    public Person(String firstName, String lastName, int age) {
        this.firstName = firstName;
        this.lastName = lastName;
        this.age = age;
    }

    public String getFirstName() {
        return firstName;
    }

    public void setFirstName(String firstName) {
        this.firstName = firstName;
    }

    public String getLastName() {
        return lastName;
    }

    public void setLastName(String lastName) {
        this.lastName = lastName;
    }

    public int getAge() {
        return age;
    }

    public void setAge(int age) {
        this.age = age;
    }

    @Override
    public boolean equals(Object o) {
        if (this == o) return true;
        if (o == null || getClass() != o.getClass()) return false;
        Person person = (Person) o;
        return age == person.age &&
            Objects.equals(firstName, person.firstName) &&
            Objects.equals(lastName, person.lastName);
    }

    @Override
    public int hashCode() {
        return Objects.hash(firstName, lastName, age);
    }
}
```

Data classes

```
data class Person(  
    var firstName: String,  
    var lastName: String,  
    var age: Int  
)
```

Properties

```
class Person {  
    var firstName: String = ""  
}
```

Properties

```
public class Person {  
    private String firstName;  
    public String getFirstName() {  
        return firstName;  
    }  
    public void setFirstName(String firstName) {  
        this.firstName = firstName;  
    }  
    public Person() { this.firstName = ""; }  
}
```

Make `val` not `var`

```
var mutable: String
```

```
val immutable: String
```

Properties

```
class Person(  
    var firstName: String  
)
```


Properties

```
public class Person {  
    private String firstName;  
    public String getFirstName() {  
        return firstName;  
    }  
    public void setFirstName(String firstName) {  
        this.firstName = firstName;  
    }  
    public Person(String firstName) {  
        this.firstName = firstName;  
    }  
}
```

Null safety

```
val canBeNull: String?
```

```
val notNull: String
```

Null safety

```
fun nullability(str: String?) {  
    val dot = str.indexOf(".")  
}
```

Null safety

```
fun nullability(str: String?) {  
    val dot = str.indexOf(".")  
}
```

Only safe (?.) or non-null asserted (!!.) calls are allowed on a nullable receiver of type String?

Null safety

```
fun nullability(str: String?) {  
    val dot = str!!.indexOf(".")  
}
```

Non-null asserted call

May throw `NullPointerException`

Usually a bad style,
use only when you know what you are doing

Null safety

```
fun nullability(str: String?) {  
    val dot = str?.indexOf(".")  
}
```

Safe call

The result will be null if str is null

Null safety

```
fun nullability(str: String?) {  
    val dot = str?.indexOf(".") ?: 0  
}
```

Elvis operator

The result will be 0 if `str?.indexOf()` returns null

Null safety

```
fun nullability(str: String?) {  
    val dot = str?.indexOf(".") ?: throw Exception()  
}
```


Type casts

```
fun cast(obj: Any) {  
    if (obj is String) {  
        val dot = obj.indexOf(".")  
    }  
}
```

Smart cast

obj is String inside 'then' branch

Type casts

```
fun cast(obj: Any) {  
    val str = obj as String  
    val dot = str.indexOf(".")  
}
```

Type casts

```
fun cast(obj: Any) {  
    val str = obj as? String
```

Safe cast

str is null if obj is not a String

```
    val dot = str.indexOf(".")  
}
```

Extension functions

```
fun Int.days(): Period = ...
```

```
fun Period.ago(): Date = ...
```

```
3.days().ago()
```

```
2.months().later()
```

Extension properties

```
val Int.days: Period
```

```
    get() = ...
```

```
val Period.ago: Date
```

```
    get() = ...
```

```
3.days.ago
```

```
2.months.later
```

Lambda expressions

```
val list = listOf<Int>()
```

```
list.filter({ it > 0 })
```

Lambda expressions

```
val list = listOf<Int>()
```

```
list.filter { it > 0 }
```

Lambda expressions

```
val list = listOf<Int>()
```

```
list.filter { it > 0 }.map { it*2 }
```


inline functions

```
inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean):  
List<T> {  
  
    val result = mutableListOf<T>()  
    for (it in this) {  
        if (predicate(it)) {  
            result.add(it)  
        }  
    }  
    return result  
}
```

inline functions

```
inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean):  
                                            List<T> {  
    val result = mutableListOf<T>()  
    for (it in this) {  
        if (predicate(it)) {  
            result.add(it)  
        }  
    }  
    return result  
}
```

Anko

Anko is a Kotlin library which makes Android application development faster and easier.

<https://github.com/Kotlin/anko/>

Anko

Anko Commons: a lightweight library with helpers for: Intents, Dialogs and toasts, Logging, Resources and dimensions

Anko Layouts: a fast and type-safe way to write dynamic Android layouts

Anko SQLite: a query DSL and parser collection for Android SQLite

Anko Coroutines: utilities based on the `kotlinx.coroutines` library

Anko

```
verticalLayout {  
    val name = editText()  
    button("Say Hello") {  
        onClick { toast("Hello, #{name.text}!") }  
    }  
}
```

Android KTX

A set of Kotlin extensions for Android app development

<https://github.com/android/android-ktx>

Android KTX

```
sharedPreferences.edit()  
    .putBoolean("key", value)  
    .apply()
```

Android KTX

```
sharedPreferences.edit {  
    putBoolean("key", value)  
}
```


Android KTX

```
val spannedString = buildSpannedString {  
    bold { "Hello" }  
    italic { "KTX!" }  
}
```

Kotlin Android Extensions



Kotlin Android Extensions

```
apply plugin: 'kotlin-android-extensions'
```

View binding

```
findViewById<TextView>(R.id.Label)
```

View binding

```
// Using R.layout.activity_main from the 'main' source set
```

```
import kotlinx.android.synthetic.main.activity_main.*
```

```
findViewById<TextView>(R.id.Label)
```

View binding

```
// Using R.layout.activity_main from the 'main' source set
import kotlinx.android.synthetic.main.activity_main.*

findViewById<TextView>(R.id.Label)
```

View binding

```
// Using R.layout.activity_main from the 'main' source set
import kotlinx.android.synthetic.main.activity_main.*

findViewById<TextView>(R.id.Label)
label.text = "Hello!"
```

View binding

```
// Using R.layout.activity_main from the 'main' source set  
import kotlinx.android.synthetic.main.activity_main.*
```

```
label.text = "Hello!"
```


Parcelable

```
import android.os.Parcelable  
import kotlinx.android.parcel.Parcelize
```

```
@Parcelize
```

```
data class Person(  
    var firstName: String,  
    var lastName: String,  
    var age: Int  
) : Parcelable
```



Coroutines (Kotlin 1.1)

Asynchronous programming made easy

Write asynchronous code in synchronous style

Coroutines (Kotlin 1.1)

Asynchronous programming made easy

Write asynchronous code in synchronous style

```
val team = api.team().await()
```

```
val lead = api.profile(team.lead.id).await()
```

Multi-platform projects

Share code between different platforms

JVM + Android

JS

In development:

iOS/macOS/Windows/Linux **Kotlin/Native**

Thank you!

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Questions?

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