Android: A quick Kotlin Eksperience

Benefits of using Kotlin

- 1. No Semi-Colon
- 2. Default Values
- 3. Extension Functions
- 4. Data Classes
- 5. Parcelize
- 6. Unit Functions
- 7. Null Operations

No Semicolons

This is probably the thing smallest things but has a huge effect on readability of code.

A couple things to note is that there's no new keyword and you don't need to declare the type

```
.
public class GeneratePDF {
    public static void main(String[] args) {
           OutputStream file = new FileOutputStream(new File("C:\\Test.pdf")):
           Document document = new Document():
           document.add(new Paragraph("Hello Kiran"));
           document.add(new Paragraph(new Date().toString()));
        } catch (Exception e) {
```

```
. . .
class GeneratePDF {
  fun main(args:Array<String>) {
     val file = FileOutputStream(File("C:\\Test.pdf"))
     val document = Document()
     PdfWriter.getInstance(document, file)
     document.open()
     document.add(Paragraph("Hello Kiran"))
     file.close()
    catch (e:Exception) {
     e.printStackTrace()
```

Default Values

```
• • •
   @Multipart
   @POST("auth/o/token/")
    fun refreshToken(@Part("client_id") clientId: RequestBody = "BLAH".toMultipart(),
                    @Part("client secret") client secret: RequestBody = "BLAH".toMultipart(),
                    @Part("grant_type") grant_type: RequestBody = "refresh_token".toMultipart(),
                    @Part("refresh token") refreshToken: RequestBody): Flowable<SignInModel>
override fun refreshToken(): Flowable<SignInData> {
        return api.refreshToken(refreshToken = authCache.getRefreshToken().toMultipart())
                 .flatMap {
                     Flowable.just(signInDataMapper.mapFromRemote(it))
                 }.doOnError {
                     throw Throwable(it)
```

Data Classes - Code

```
data class SetData(
val code: String,
val name: String
)
```

```
. . .
  private final String name:
     return this.code:
     super();
this.code = code;
```

Kotlin data class benefits

- 1. The properties declared in the constructor: this technically is not exclusive to a data class, but it avoids all the boilerplate of getters and setters, in addition to the constructor
- 2. Provides the equals() & hashCode() functions
- 3. Provides a copy() method, very useful when we use immutable objects.

Parcelize - Code

```
@Parcelize
data class SetViewModel(
        val code: String,
        val name: String
) : Parcelable
```

```
gNotNull
public final Object[] newArray(int size) {
    return new SetViewModel[size];
```

Parcelize

The old implementation of Parcelize, required you to write a writeToParcelize class and create a new Creator class and was generally more work than it should have been. The more parameters you had in the Model Class the longer your code would inevitably become

Extension Functions - Code

```
. . .
fun Context?.toast(text: CharSequence, duration: Int = Toast.LENGTH_SHORT) = this?.let {
    Toast.makeText(it, text, duration).show()
inline fun Fragment?.navigate(id: Int, body: Bundle.() -> Unit) {
    val navigate = this?.findNavController()
    val bundle = Bundle()
    bundle.body()
    navigate?.navigate(id, bundle)
inline fun Fragment?.navigate(id: Int) {
    this?.findNavController()?.navigate(id)
```

Extension Function Usage

```
context.toast("to be implemented")
navigate(R.id.action_action_inventory_to_searchActivity)
navigate(R.id.action_action_inventory_to_deckFragment) {
    putString(IntentConstants.DECK_CATEGORY_EXTRA, category)
```

Unit functions

```
• • •
class DeckAdapter constructor(
      private val onItemSelected: (TagViewModel, String) -> Unit,
      private val onLongPress: (TagViewModel) -> Unit,
      private val multiSelectedState: (Boolean) -> Unit)
  DeckAdapter({ tag, deckName ->
                showTagOptionsDialog(tag, deckName)
           }, {
           }, {
                viewModel.setSelectedState(it)
           })
```

Null Operators

```
val l = b?.length ?: -1
```