

# Découvrir



# Kotlin

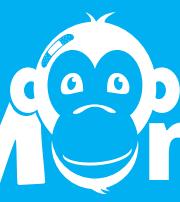
#BrownBagLunch @ilaborie



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<Monkey Patch/>

# Pourquoi un nouveau langage ?

#2

- Écrire du code plus sûr
- Faciliter la maintenance
- Écrire et Tester plus rapidement
- Résoudre de nouveaux problèmes
- ...

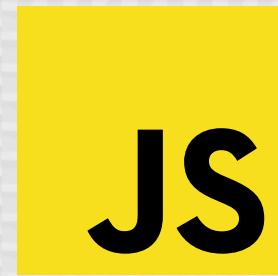
# Caractéristiques de Kotlin

#3

- Expressif et pragmatique
- *null-safety* (éviter les NPE), statiquement typé
- Abordable, si on vient de Java
- Inspiré par Java, Scala, C#, Groovy, ...
- Cross-platform



JVM et Android



JavaScript



Native avec  
LLVM



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```
fun main(args: Array<String>) {  
    println("Hello World!")  
}
```



Utilisez Alt + Shift + (Cmd | Ctrl) + K pour convertir une classe Java en Kotlin

Ou copiez du code Java dans un fichier Kotlin

# WATER POURING PROBLEM



8 / 8



0 / 6



1 / 4

Fill



1 / 4



4 / 4

Empty



3 / 4



0 / 4

Pour



6 / 8

into



2 / 6



2 / 8



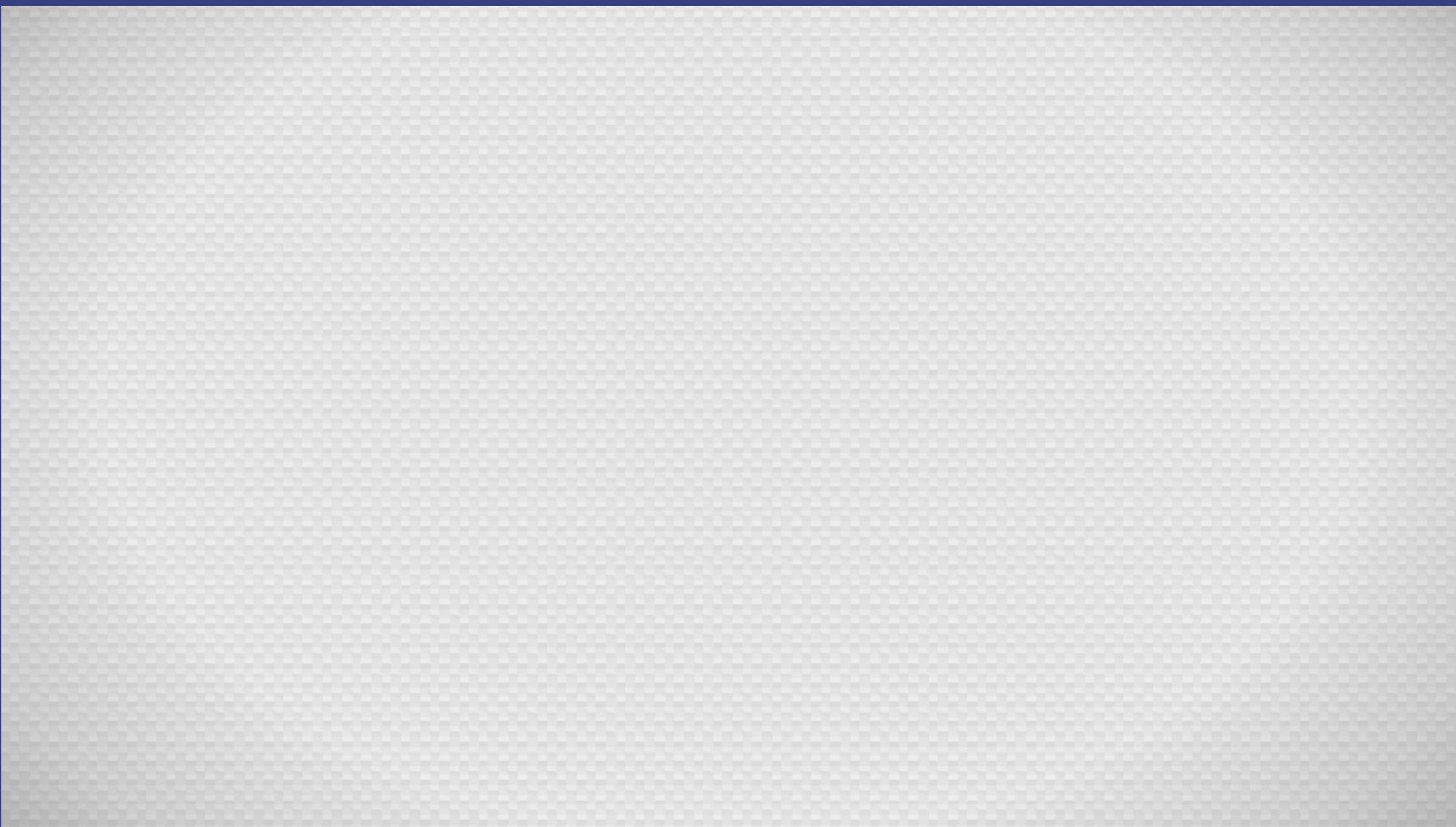
6 / 6



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# Démo

#11



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# LIVE CODING

# Glass & State

#13

```
data class Glass(val capacity: Int, val current: Int = 0) {  
    init {  
        require(capacity > 0)  
        require(current in 0..capacity)  
    }  
  
    val isEmpty: Boolean = (current == 0)  
    val isFull: Boolean = (current == capacity)  
    val remainingVolume: Int by lazy { capacity - current }  
    fun empty(): Glass = copy(current = 0)  
    fun fill(): Glass = copy(current = capacity)  
    operator fun plus(value: Int): Glass =  
        copy(current = (current + value).coerceAtMost(capacity))  
    operator fun minus(value: Int): Glass =  
        copy(current = (current - value).coerceAtLeast(0))  
    override fun toString() = "$current/$capacity"  
}  
  
typealias State = List<Glass>
```

```
sealed class Move

data class Empty(val index: Int) : Move()

data class Fill(val index: Int) : Move()

data class Pour(val from: Int, val to: Int) : Move() {
    init {
        require(from != to)
    }
}
```

```
typealias StateWithHistory = Pair<State, List<Move>>

solve(from: State, to: State): List<Move> {
    tailrec fun solveAux(states: List<StateWithHistory>, visitedStates: Set<State>): List<Move> {
        val solution: StateWithHistory? = states.find { (state, _) → state == to }
        if (solution != null) { return solution.second }

        val next = states
            .flatMap { (state, history) →
                state.availableMoves()
                    .map { move → state.move(move) to (history + move) }
            }
            .filterNot { (state, _) → visitedStates.contains(state) }
        val nextVisited = visitedStates + next.map { it.first }
        return solveAux(next, nextVisited)
    }
    return solveAux(listOf(from) + emptyList(), setOf(from))
}
```

```
fun State.move(move: Move): State =  
    mapIndexed { index, glass →  
        when (move) {  
            is Empty → if (index == move.index) glass.empty() else glass  
            is Fill → if (index == move.index) glass.fill() else glass  
            is Pour → when (index) {  
                move.from → glass - get(move.to).remainingVolume  
                move.to → glass + get(move.from).current  
                else → glass  
            }  
        }  
    }
```

# KOTLIN DÈS MAINTENANT

- Faible overhead
- Support officiel par Google
-  [Using Project Kotlin for Android](#)
-  [Kotlin Guide](#)
-  [Kotlin extensions for Android](#)

- Supporter officiellement depuis  Spring 5,  Spring Boot 2
-  SparkJava,  javalin
-  Vert.x
-  KTor
- ...

## Web

- Partager du code commun
-  Use Kotlin with npm, webpack and react

## Natif

- Faire des applications sans JVM
- Partager du code avec iOS
- WebAssembly

# CONCLUSION

- Code plus sûr, plus simple
- Interopérable avec Java
- Outilage
- Ecosystème et communauté
- Déjà mature
- Simple à apprendre

-  Référence
-  <https://kotlin.link/>
-  Blog
-  Forum,  Slack
-  Koans
-  Kotlin by example

# Question(s) ?