

# Introduction to Kotlin Language

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# What is a Programming Language?



# Computer Languages

## Low Level Language ( Machine Language )

Use 1' s & 0' s to  
create instructions

Ex: Binary Language

## Middle Level Language ( Assembly Language )

Use mnemonics to  
create instructions

Assembly Language

## High Level Language

Similar to  
human language

COBOL, FORTRAN, BASIC  
C, C++, JAVA

# What is Kotlin?



# Kotlin



# Kotlin



# What is Kotlin?

- Definition:
  - A modern, statically-typed, general-purpose programming language.
- Origin:
  - Developed by JetBrains (creators of IntelliJ IDEA).
- First Release:
  - 2011 (initial public release), 2016 (version 1.0).
- Purpose:
  - Designed to be a "better Java" – more concise, safer, and more productive.
- Core Principle:
  - Pragmatism – focusing on real-world developer needs.

# The Philosophy Behind Kotlin

- Conciseness:
  - Less boilerplate code, more expressive syntax.
- Safety:
  - Strong emphasis on null safety to eliminate NullPointerExceptions.
- Interoperability:
  - 100% interoperable with Java (can seamlessly use Java libraries and frameworks, and vice-versa).
- Tool-Friendly:
  - Designed from the ground up to work well with IDEs, especially IntelliJ IDEA.
- Multi-Platform:
  - A single language for various environments.

# Key Features (Conceptual Overview)

- Null Safety:
  - Explicitly distinguishes nullable and non-nullable types.
  - Safe call operator (?.), Elvis operator (?:), and !! (non-null assertion).
- Extension Functions:
  - Ability to extend existing classes with new functionality without inheritance.
  - Enhances readability and modularity.

# Key Features (Conceptual Overview)

- Data Classes:
  - Concise way to create classes primarily used to hold data.
  - Automatically generates equals(), hashCode(), toString(), copy(), etc.
- Coroutines:
  - Simplified asynchronous programming.
  - Lightweight threads for concurrent operations.

# Key Features (Conceptual Overview)

- Smart Casts:
  - The compiler automatically casts variables after type checks.
- Higher-Order Functions & Lambdas:
  - Functions that can take other functions as arguments or return them.
  - Enables functional programming paradigms.

# Kotlin's Platform Targets

- Kotlin/JVM:
  - Compiles to JVM bytecode.
  - Used for server-side applications, desktop apps, and any Java-compatible environment.
- Kotlin/Android:
  - Official language for Android app development (since Google I/O 2019).
  - Leverages Android's existing ecosystem.
- Kotlin/JS:
  - Compiles to JavaScript.
  - Used for front-end web development.

# Kotlin's Platform Targets

- Kotlin/Native:
  - Compiles to native binaries (no JVM required).
  - Targets iOS, macOS, Linux, Windows, WebAssembly, etc.
- Kotlin Multiplatform (KMP):
  - A framework for sharing business logic across multiple platforms (Android, iOS, Web, Desktop).
  - Aims for "write once, run everywhere" for core logic, while allowing native UI.

# Advantages of Using Kotlin

- Increased Productivity:
  - Concise syntax reduces code lines.
  - Smart features (e.g., smart casts, data classes) save development time.
- Enhanced Code Quality & Safety:
  - Null safety minimizes common runtime errors.
  - Strong type system.
- Seamless Java Interoperability:
  - Easy migration from Java projects.
  - Can use vast existing Java libraries.

# Advantages of Using Kotlin

- Strong Community & Ecosystem:
  - Active development by JetBrains and a growing open-source community.
  - Rich set of tools and libraries.
- Modern Language Features:
  - Incorporates best practices from other modern languages.

# Who Uses Kotlin? (Adoption & Use Cases)

- Major Companies:
  - Google (Android development)
  - Netflix
  - Pinterest
  - Trello
  - Uber
  - Amazon
  - (and many more)

# Who Uses Kotlin? (Adoption & Use Cases)

- Common Use Cases:
  - Mobile Apps: Primary for Android, increasingly for cross-platform with KMP.
  - Backend Services: REST APIs, microservices.
  - Web Development: Front-end (Kotlin/JS) and full-stack.
  - Desktop Applications: With Compose Multiplatform.
  - Data Processing: Scripting, data analysis.

# The Future of Kotlin

- Continued Evolution: JetBrains is committed to ongoing development and innovation.
- Kotlin Multiplatform Growth: Expected to be a major focus, enabling more code sharing.
- Performance Improvements: Ongoing compiler and runtime optimizations.
- Ecosystem Expansion: More libraries, frameworks, and tools.
- Community-Driven: The open-source community will continue to play a vital role.

# Conclusion

- Kotlin is a powerful, modern, and pragmatic programming language.
- It addresses common pain points in software development (e.g., null pointer exceptions, verbosity).
- Its multi-platform capabilities make it a versatile choice for various development needs.
- With strong industry adoption and a vibrant community, Kotlin is a language with a bright future.

# Thank you

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