

5COSC023W - MOBILE APPLICATION
DEVELOPMENT
Lecture 7: More on Kotlin

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Classes

```
class Employee (colour: String, n: String) {  
    val eyeColour: String = colour  
    var age: Int = 25  
    val name: String = n  
  
    override fun toString(): String {  
        return "name: $name, eyeColour: $eyeColour, age: $age"  
    }  
}  
  
fun main() {  
    val e1 = Employee("green", "John")  
    println(e1)  
}
```

Creating Class Properties Automatically

- ▶ Use `var` or `val` when you declare the parameters of the constructor:

```
class Employee (val eyeColour: String,
                var age: Int,
                var name: String) {
    override fun toString(): String {
        return "name: $name, eyeColour: $eyeColour, age: $age"
    }
}

fun main() {
    val e2 = Employee("brown", 18, "Helen")
    println(e2)
}
```

Secondary Constructors

Secondary constructors require the `constructor` keyword and they should be defined inside the curly braces of the class.

- ▶ Each secondary constructors needs to call directly or indirectly the primary constructor of the class using `this` keyword.

```
class Employee (var eyeColour: String,  
                var age: Int,  
                var name: String) {  
  
    var salary = 0  
  
    constructor (  
        eyeColour: String,  
        age: Int,  
        name: String,  
        sal: Int) : this(eyeColour, age, name) {  
        salary = sal  
    }  
}
```

Secondary Constructors (cont'd)

```
    override fun toString(): String {  
        return "name: $name, eyeColour: $eyeColour,  
            age: $age, salary: $salary"  
    }  
}  
  
fun main() {  
    val e2 = Employee("brown", 18, "Helen", 40000)  
    println(e2)  
}
```

Data Classes

Classes which hold just data (not methods) can be created using *data classes*.

```
data class Employee(val name:String, val age:Int)
```

```
fun main() {  
    var e1 = Employee("John", 22)  
    var e2 = Employee("John", 22)  
  
    println(e1 == e2)  
}
```

Equality for data classes is automatically generated without defining the equals methods (which you need to define for the comparison of objects created from normal classes)

Creating Hierarchies of Classes — Open and Abstract Classes

Default Values for Function Arguments

Function arguments can have an optional name and an optional default value.

- ▶ The order of arguments can be changed if their names is used.

```
fun colour(red: Int = 0, green: Int = 0, blue: Int = 0) {  
}
```

```
fun main() {  
    // default value for green is used, i.e. 0  
    colour(blue = 255, red = 125)  
}
```


Variable Number of Arguments

- ▶ Use the `vararg` keyword.
- ▶ The `vararg` parameter becomes an `Array`.
- ▶ A function definition can only specify one parameter as `vararg`.
- ▶ Try to choose the last parameter of a function to be the `vararg`.

```
fun foo(date: String, vararg names: String) {  
    println("date: $date")  
    for (n in names)  
        println(n)  
}  
  
fun main() {  
    foo("26th of February", "James", "Helen", "Joe", "Alice")  
}
```

Lambda Expressions

Kotlin functions can be stored in variables, in data structures and passed as arguments to other functions.

- ▶ Lambda expressions and anonymous functions are function literals
- ▶ They can be treated as functions that are not declared but passed as an expression when a function is required.
- ▶ A lambda expression is always surrounded by curly braces.
- ▶ The body goes after the `->`

```
// function foo accepts another function as an argument
fun foo(function_apply: (n: Int)->Int) {
    var x1 = function_apply(3)
    var x2 = function_apply(5)
    var x3 = function_apply(10)
    println("$x1, $x2, $x3")
}

fun main() {
    foo({n -> n*n})
    foo({n -> n + 1})
}
```

Passing lambdas as the last argument

- ▶ If the last parameter of a function is a function, a lambda expression passed as an argument can be placed outside the parentheses

```
foo(){n -> n*2}
```

- ▶ If the lambda expression is the only argument to that call, the parentheses can be omitted:

```
foo{n -> n*2}
```

Maps

```
fun main() {  
    var capitals = mapOf("Netherlands" to "Amsterdam",  
                        "Hungary" to "Budapest",  
                        "Finland" to "Helsinki")  
  
    println(capitals["Hungary"])  
    println(capitals.getValue("Finland"))  
  
    for ((key, value) in capitals)  
        println("$key -> $value")  
  
    for (entry in capitals)  
        println(entry.key + ":: " + entry.value)  
}
```

Sets

Cannot contain duplicate elements.

```
fun main() {  
    var cities = mutableSetOf("London", "Paris",  
                              "Berlin", "London",  
                              "Paris")  
  
    for (c in cities)  
        print(c+ " ")  
    println()  
  
    cities += "Warsaw"  
    cities -= "Paris"  
  
    print("Updated set contains: ")  
    for (c in cities)  
        print(c + " ")  
  
}
```

The usual mathematical set operations (union, intersection, difference and others) are also available.

Nullable References - An Attempt to fix Tony Hoare's "Billion Dollar Mistake"

- ▶ By default, references cannot receive the value of `null`.

```
var s: String = null // Compiler error!
```

- ▶ A question mark `?` needs to be appended to make a variable nullable:

```
var s: String? = null // OK
```

- ▶ A nullable type cannot be dereferenced:

```
var s2: String? = "abc"  
s2.length // Compiler error!
```

- ▶ Use the safe call `?.` to attempt to dereference a nullable value:

```
var s2: String? = "abc"  
s2?.length // Will give back a value of null if s2 is null
```

- ▶ Alternatively, use the non-null assertion operator `!!`

```
var s3: String? = "abc"  
s3!! // if null throws a NullPointerException
```

Comparing Variables

- ▶ Use `==` (or `equals`) for structural comparison
- ▶ Use `===` to check if 2 references point to the same object

The When Expression

Similar to the `switch` in Java and other programming languages in the C family.

```
fun translate(word: String): String =
    when (word) {
        "Bonjour" -> "Good Morning"
        "Bonne Nuit" -> "Good Night"
        "Dobré Ráno" -> "Good Morning"
        "Dobrý Večer" -> "Good Evening"
        else -> "Unknown word"
    }

fun main() {
    var meaning = translate("Bonjour")
    println(meaning)
}
```


Access Specifiers

Similar usage to other programming languages supporting object oriented programming but with different meaning.

When used for members (properties, functions) of a class:

- ▶ `public`: available to everyone
- ▶ `private`: available to the class only
- ▶ `protected`: subclasses can access and override these.
- ▶ `internal`: access only within the module where it is defined.

Default access is `public`.

- ▶ `public` and `private` can be used before the definition of a class, function or variable (property).

In such cases the meaning of `private` is access only within the same file.

Modules vs Packages

- ▶ Modules divide code at a higher level than packages.
- ▶ A library is often a single module consisting of multiple packages.
- ▶ The way a project is divided into modules, depends on the build system (e.g. gradle or maven).