
Kotlin Programming Language

Programming Kotlin
Kotlin Cookbook
Mastering High Performance with Kotlin
Beginner's Guide to Kotlin Programming
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Kotlin for Enterprise Applications Using Java EE
Functional Programming in Kotlin
Kotlin Apprentice (Third Edition)
Programming Kotlin
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Kotlin Programming
Effective Kotlin
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Kotlin Programming for Beginners
Learn to Program with Kotlin
Kotlin Programming Cookbook
The Joy of Kotlin
Android Development with Kotlin
Android Studio 3.0 Development Essentials - Android 8 Edition
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Android Programming
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Mastering Kotlin
Kotlin for Android App Development
Learn Kotlin for Android Development
Programming DSLs in Kotlin
Beginner's Guide to Kotlin Programming
Kotlin Standard Library Cookbook
Learn Kotlin Programming
Programming Android with Kotlin
Kotlin in Action
Atomic Kotlin
Reactive Programming in Kotlin
Kotlin for Android Developers
Hands-On Design Patterns with Kotlin
Android Programming with Kotlin for Beginners

BIANCA MALIK

Programming Kotlin Simon and Schuster Summary Maintaining poor legacy code, interpreting cryptic comments, and writing the same boilerplate over and over can suck the joy out of your life as a Java developer. Fear not! There's hope! Kotlin is an elegant JVM language with modern features and easy integration with Java. The Joy of Kotlin teaches you practical techniques to improve abstraction and design, to write comprehensible code, and to build maintainable bug-free applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Your programming language should be expressive, safe, flexible, and intuitive, and Kotlin checks all the boxes! This elegant JVM language integrates seamlessly with Java, and makes it a breeze to switch between OO and functional styles of programming. It's also fully supported by Google as a first-class Android language. Master the powerful techniques in this unique book, and you'll be able to take on new challenges with increased confidence and skill. About the Book The Joy of Kotlin teaches you to write comprehensible, easy-to-maintain, safe programs with Kotlin. In this expert guide, seasoned engineer Pierre-Yves Saumont teaches you to approach common programming challenges with a fresh, FP-inspired perspective. As you work through the many examples, you'll dive deep into handling errors and data properly, managing state, and taking advantage of laziness. The author's down-to-earth examples and experience-driven insights will make you a better—and more joyful—developer! What's inside Programming with

functions Dealing with optional data Safe handling of errors and exceptions Handling and sharing state mutation About the Reader Written for intermediate Java or Kotlin developers. About the Author Pierre-Yves Saumont is a senior software engineer at Alcatel-Submarine Networks. He's the author of *Functional Programming in Java* (Manning, 2017). Table of Contents Making programs safer Functional programming in Kotlin: An overview Programming with functions Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving problems with advanced trees Functional input/output Sharing mutable states with actors Solving common problems functionally *Kotlin Cookbook* Payload Media, Inc. Familiarize yourself with all of Kotlin's features with this in-depth guide About This Book Get a thorough introduction to Kotlin Learn to use Java code alongside Kotlin without any hiccups Get a complete overview of null safety, Generics, and many more interesting features Who This Book Is For The book is for existing Java developers who want to learn more about an alternative JVM language. If you want to see what Kotlin has to offer, this book is ideal for you. What You Will Learn Use new features to write structured and readable object-oriented code Find out how to use lambdas and higher order functions to write clean, reusable, and simple code Write unit tests and integrate Kotlin tests with Java code in a transitioning code base Write real-world production code in Kotlin in the style of microservices Leverage Kotlin's extensions to the Java collections library Use destructuring

expressions and find out how to write your own. Write code that avoids null pointer errors and see how Java-nullable code can integrate with features in a Kotlin codebase. Discover how to write functions in Kotlin, see the new features available, and extend existing libraries. Learn to write an algebraic data types and figure out when they should be used. In Detail Kotlin has been making waves ever since it was open sourced by JetBrains in 2011; it has been praised by developers across the world and is already being adopted by companies. This book provides a detailed introduction to Kotlin that shows you all its features and will enable you to write Kotlin code to production. We start with the basics: get you familiar with running Kotlin code, setting up, tools, and instructions that you can use to write basic programs. Next, we cover object oriented code: functions, lambdas, and properties - all while using Kotlin's new features. Then, we move on to null safety aspects and type parameterization. We show you how to destructure expressions and even write your own. We also take you through important topics like testing, concurrency, microservices, and a whole lot more. By the end of this book you will be able to compose different services and build your own applications. Style and approach An easy to follow guide that covers the full set of features in Kotlin programming.

Mastering High Performance with Kotlin
Packt Publishing Ltd

Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way. This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents and

explains in-depth the best practices for Kotlin development. Each item is presented as a clear rule of thumb, supported by detailed explanations and practical examples.

Beginner's Guide to Kotlin Programming
Packt Publishing Ltd

Creating your own domain-specific languages (DSLs) is both challenging and exhilarating. DSLs give users a way to interact with your applications more effectively, and Kotlin is a fantastic language to serve as a host for internal DSLs, because it greatly reduces the pain and effort of design and development. But implementing DSLs on top of Kotlin requires understanding the key strengths of the language and knowing how to apply them appropriately. Learn to avoid the pitfalls and leverage the language while creating your own elegant, fluent, concise, and robust DSLs using Kotlin. Internal DSLs remove the burdens of implementing a full blown language compiler. The host language quickly becomes your ally to creating DSLs, but the syntax you can choose for your DSLs is limited to what the host language allows. You can work around the limitations by tactfully bending the rules and exploiting the language capabilities. Learn the power of Kotlin and ways to design with it, in the context of crafting internal DSLs. Start by learning ways to exploit the flexibilities of Kotlin to make your DSLs fluent, expressive, and concise. Then pick up techniques to extend the language with domain specific properties and functions. Quickly move ahead to tie your DSL snippets into the runtime environment and context of execution of your applications. Design to prevent any non-sensical syntax in your DSL that may otherwise be valid in the host language.

Finally, learn techniques to gracefully handle errors. Practice using the multiple examples that are included in each chapter. Fire up your editor and follow along each example to become proficient in designing and implementing your own internal DSLs using Kotlin. What You Need: Kotlin version 1.3 or later and your favorite Kotlin IDE or code editor.

Kotlin Programming By Example Packt Publishing Ltd

Delve into the world of Kotlin and learn to build powerful Android and web applications

Key Features Learn the fundamentals of Kotlin to write high-quality code Test and debug your applications with the different unit testing frameworks in Kotlin Explore Kotlin's interesting features such as null safety, reflection, and annotations

Book Description Kotlin is a general-purpose programming language used for developing cross-platform applications. Complete with a comprehensive introduction and projects covering the full set of Kotlin programming features, this book will take you through the fundamentals of Kotlin and get you up to speed in no time. Learn Kotlin Programming covers the installation, tools, and how to write basic programs in Kotlin. You'll learn how to implement object-oriented programming in Kotlin and easily reuse your program or parts of it. The book explains DSL construction, serialization, null safety aspects, and type parameterization to help you build robust apps. You'll learn how to destructure expressions and write your own. You'll then get to grips with building scalable apps by exploring advanced topics such as testing, concurrency, microservices, coroutines, and Kotlin DSL builders. Furthermore, you'll be introduced to the

kotlinx.serialization framework, which is used to persist objects in JSON, Protobuf, and other formats. By the end of this book, you'll be well versed with all the new features in Kotlin and will be able to build robust applications skillfully. What you will learn

Explore the latest Kotlin features in order to write structured and readable object-oriented code

Get to grips with using lambdas and higher-order functions

Write unit tests and integrate Kotlin with Java code

Create real-world apps in Kotlin in the microservices style

Use Kotlin extensions with the Java collections library

Uncover destructuring expressions and find out how to write your own

Understand how Java-nullable code can be integrated with Kotlin features

Who this book is for If you're a beginner or intermediate programmer who wants to learn Kotlin to build applications, this book is for you. You'll also find this book useful if you're a Java developer interested in switching to Kotlin.

[Kotlin for Enterprise Applications Using Java EE](#) Pearson Technology Group

What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin uses a visually rich format to engage your mind rather than

a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Functional Programming in Kotlin

Springer

Programmers don't just use Kotlin, they love it. Even Google has adopted it as a first-class language for Android development. With Kotlin, you can intermix imperative, functional, and object-oriented styles of programming and benefit from the approach that's most suitable for the problem at hand. Learn to use the many features of this highly concise, fluent, elegant, and expressive statically typed language with easy-to-understand examples. Learn to write easy-to-maintain, high-performing JVM and Android applications, create DSLs, program asynchrony, and much more. Kotlin is a highly concise, elegant, fluent, and expressive statically typed multi-paradigm language. It is one of the few languages that compiles down to both Java bytecode and JavaScript. You can use it to build server-side, front-end, and Android applications. With Kotlin, you need less code to accomplish your tasks, while keeping the code type-safe and less prone to error. If you want to learn the essentials of Kotlin, from the fundamentals to more advanced concepts, you've picked the right book. Fire up your favorite IDE and practice hundreds of examples and exercises to sharpen your Kotlin skills. Learn to build standalone small programs to run as scripts, create type safe code, and then carry that knowledge forward to create fully object-oriented and functional style code that's easier to extend. Learn how to program with elegance but without compromising efficiency or performance,

and how to use metaprogramming to build highly expressive code and create internal DSLs that exploit the fluency of the language. Explore coroutines, program asynchrony, run automated tests, and intermix Kotlin with Java in your enterprise applications. This book will help you master one of the few languages that you can use for the entire full stack - from the server to mobile devices - to create performant, concise, and easy to maintain applications. What You Need: To try out the examples in the book you'll need a computer with Kotlin SDK, JDK, and a text editor or a Kotlin IDE installed in it.

Kotlin Apprentice (Third Edition)

Packt Publishing Ltd

Learn how to implement Reactive Programming paradigms with Kotlin, and apply them to web programming with Spring Framework 5.0 and in Android Application Development. About This Book Learn how to solve blocking user experience with Reactive Programming and get deep insights into RxKotlin Integrate Reactive Kotlin with Spring and build fantastic Android Apps with RxKotlin and RxAndroid Build reactive architectures that reduce complexity throughout the development process and make your apps(web and Android) scalable Who This Book Is For This book is for Kotlin developers who would like to build fault-tolerant, scalable, and distributed systems. A basic knowledge of Kotlin is required, but no prior knowledge of reactive programming. What You Will Learn Learn about reactive programming paradigms and how reactive programming can improve your existing projects Gain in-depth knowledge in RxKotlin 2.0 and the ReactiveX Framework Use RxKotlin with Android Create your own custom operators in RxKotlin Use Spring

Framework 5.0 with Kotlin Use the reactor-kotlin extension Build Rest APIs with Spring, Hibernate, and RxKotlin Use testSubscriber to test RxKotlin applications Use backpressure management and Flowables In Detail In today's app-driven era, when programs are asynchronous, and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. Reactive programming is revolutionary. With this practical book, Kotlin developers will first learn how to view problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. You will begin with the general concepts of Reactive programming and then gradually move on to working with asynchronous data streams. You will dive into advanced techniques such as manipulating time in data-flow, customizing operators and provider and how to Use the concurrency model to control asynchronicity of code and process event handlers effectively. You will then be introduced to functional reactive programming and will learn to apply FRP in practical use cases in Kotlin. This book will also take you one step forward by introducing you to spring 5 and spring boot 2 using Kotlin. By the end of the book, you will be able to build real-world applications with reactive user interfaces as well as you'll learn to implement reactive programming paradigms in Android. Style and Approach Loaded with numerous code examples and real-life projects, this book helps you delve into Reactive Programming with Kotlin, and apply it to real-world Spring-web and Android projects, thus making all your apps reactive.

Programming Kotlin Packt Publishing

Ltd

Build smart looking Kotlin apps with UI and functionality for the Android platform Key Features Start your Android programming career, or just have fun publishing apps on Google Play marketplace The first-principle introduction to Kotlin through Android, to start building easy-to-use apps Learn by example and build four real-world apps and dozens of mini-apps Book Description Android is the most popular mobile operating system in the world and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 (Q), this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach, where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully

featured Android apps. What you will learn

Learn how Kotlin and Android work together

Build a graphical drawing app using Object-Oriented Programming (OOP) principles

Build beautiful, practical layouts using ScrollView, RecyclerView, NavigationView, ViewPager and CardView

Write Kotlin code to manage an apps' data using different strategies including JSON and the built-in Android SQLite database

Add user interaction, data captures, sound, and animation to your apps

Implement dialog boxes to capture input from the user

Build a simple database app that sorts and stores the user's data

Who this book is for

This book is for people who are new to Kotlin, Android and want to develop Android apps. It also acts as a refresher for those who have some experience in programming with Android and Kotlin.

Functional Kotlin Kt. Academy

Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code.

About This Book

Leverage specific features of Kotlin to ease Android application development

Write code based on both object oriented and functional programming to build robust applications

Filled with various practical examples so you can easily apply your knowledge to real world scenarios

Identify the improved way of dealing with common Java patterns

Who This Book Is For

This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts.

What You Will Learn

Run a Kotlin application and understand the integration with Android Studio

Incorporate Kotlin into new/existing Android Java based project

Learn about

Kotlin type system to deal with null safety and immutability

Define various types of classes and deal with properties

Define collections and transform them in functional way

Define extensions, new behaviours to existing libraries and Android framework classes

Use generic type variance modifiers to define subtyping relationship between generic types

Build a sample application

In Detail

Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to

know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

Programming Kotlin Applications O'Reilly Media

Learn to program with Kotlin, one of the fastest-growing programming languages available today *Programming Kotlin Applications: Building Mobile and Server-Side Applications with Kotlin* drops readers into the fast lane for learning to develop with the Kotlin programming language. Authored by accomplished cloud consultant and technology professional Brett McLaughlin, *Programming Kotlin Applications* provides readers with the pragmatic and practical advice they need to build their very first Kotlin applications. Designed to give readers a thorough understanding of Kotlin that goes beyond mere mobile programming, this book will help you: Learn how to develop your first Kotlin project Understand how Kotlin securely protects and stores information Advocate for using Kotlin in your own professional and personal environments Understand Kotlin's goals and how to use it as its best Know when to avoid using Kotlin *Programming Kotlin Applications* is written in a highly approachable and accessible way without the fluff and unrealistic samples that characterize some of its competitor guides. Perfect for developers familiar with another object-oriented programming language like Java or Ruby, or for people who want to advance their skillset in the Kotlin environment, this book is an indispensable addition to any programmer's library.

Kotlin Quick Start Guide O'Reilly Media
Write More Robust and Maintainable Android Apps with Kotlin "Peter

Sommerhoff takes a practical approach to teaching Kotlin by providing a larger set of code listings that demonstrate language features and by guiding readers through the development of two Android apps step by step. . . . Peter finds a good balance between what is essential and what can be left to readers, so this book is an efficient yet comprehensible source for starting programming with Kotlin." –Bernhard Rumpe, Professor of Software Engineering, RWTH Aachen University
The Kotlin language brings state-of-the-art programming techniques and constructs to Android development. *Kotlin for Android App Development* will help you rapidly understand Kotlin's principles and techniques, apply Kotlin in production app development, integrate Kotlin with existing Java code, and plan a migration to Kotlin, if you choose. If you have at least basic programming experience (with any language), Peter Sommerhoff's well-crafted overview and examples will help you get quickly up-to-speed with the Kotlin language, its constructs, and its advanced functional and object-oriented capabilities. Once you've mastered these foundations, Sommerhoff walks you through two complete app development projects, introducing best practices and emerging patterns for writing code that's robust, concise, readable, and highly performant. Understand Kotlin's goals, principles, advantages, design, and constructs Take full advantage of functional programming in the Kotlin environment Write more concise and reusable code using Kotlin's object-oriented features Interoperate with existing Java code, and plan a migration to Kotlin Use coroutines to efficiently handle concurrency Capture data via third-party APIs, map it to internal data

representations, and present it to users
Master best practices for architecting
Kotlin Android apps Improve productivity
and readability by creating simple
domain-specific languages in Kotlin
Kotlin Programming Packt Publishing
Ltd
Learn how to apply Functional
Programming with Kotlin to real-life
projects with popular libraries like Arrow.
Key Features Focus on the functional
aspects of Kotlin and identify the
advantages that functional programming
brings to the table and the associated
coding benefits. Implement common
functional programming design patterns
and techniques. Learn to combine OOP
and Reactive Programming with
Functional Programming and how
RxKotlin and funKTionale can help you
implementing Functional Programming
in Kotlin Book Description Functional
programming makes your application
faster, improves performance, and
increases your productivity. Kotlin
supports many of the popular and
advanced functional features of
functional languages. This book will
cover the A-Z of functional programming
in Kotlin. This book bridges the language
gap for Kotlin developers by showing you
how to create and consume functional
constructs in Kotlin. We also bridge the
domain gap by showing how functional
constructs can be applied in business
scenarios. We'll take you through
lambdas, pattern matching,
immutability, and help you develop a
deep understanding of the concepts and
practices of functional programming. If
you want learn to address problems
using Recursion, Kotlin has support for it
as well. You'll also learn how to use the
funKTionale library to perform currying
and lazy programming and more. Finally,
you'll learn functional design patterns

and techniques that will make you a
better programmer. By the end of the
book, you will be more confident in your
functional programming skills and will be
able to apply them while programming in
Kotlin. What you will learn Learn the
Concepts of Functional Programming
with Kotlin Discover the Coroutines in
Kotlin Uncover Using funKTionale plugin
Learn Monads, Functors and
Applicatives Combine Functional
Programming with OOP and Reactive
Programming Uncover Using Monads
with funKTionale Discover Stream
Processing Who this book is for Kotlin
developers who have no functional
programming experience, will benefit
from this book.

Effective Kotlin Addison-Wesley
Professional

For both beginning and experienced
programmers! From the author of the
multi-award-winning Thinking in C++
and Thinking in Java together with a
member of the Kotlin language team
comes a book that breaks the concepts
into small, easy-to-digest "atoms," along
with exercises supported by hints and
solutions directly inside IntelliJ IDEA! No
programming background necessary.
Summaries for experienced
programmers. Easy steps via very small
chapters ("atoms"). Free accompanying
exercises/solutions within IntelliJ Idea.
Gives you a strong Kotlin foundation.
Kotlin is cleaner, more consistent and far
more powerful than Java. Increase
programming productivity with Kotlin's
clear, concise syntax. Produce safer,
more reliable programs. Kotlin easily
interacts with Java. Effortlessly migrate
by adding pieces of Kotlin to an existing
Java project. Support for Windows, Mac
and Linux. Free version of IntelliJ IDEA
includes extensive Kotlin support. Book
resources, live seminars, workshops and

consulting available at AtomicKotlin.com.

Kotlin In-Depth Packt Publishing Ltd
 Find out how to write Kotlin code without overhead and how to use different profiling tools and bytecode viewer to inspect expressions of Kotlin language. Key Features Apply modern Kotlin features to speed up processing and implement highly efficient and reliable codes. Learn memory optimization, concurrency, multi-threading, scaling, and caching techniques to achieve high performance. Learn how to prevent unnecessary overhead and use profiling tools to detect performance issues. Book Description The ease with which we write applications has been increasing, but with it comes the need to address their performance. A balancing act between easily implementing complex applications and keeping their performance optimal is a present-day requirement In this book, we explore how to achieve this crucial balance, while developing and deploying applications with Kotlin. The book starts by analyzing various Kotlin specifications to identify those that have a potentially adverse effect on performance. Then, we move on to monitor techniques that enable us to identify performance bottlenecks and optimize performance metrics. Next, we look at techniques that help to us achieve high performance: memory optimization, concurrency, multi threading, scaling, and caching. We also look at fault tolerance solutions and the importance of logging. We'll also cover best practices of Kotlin programming that will help you to improve the quality of your code base. By the end of the book, you will have gained some insight into various techniques and solutions that will help to create high-performance applications in the Kotlin environment What you will learn Understand the

importance of high performance Learn performance metrics Learn popular design patterns currently being used in Kotlin Understand how to apply modern Kotlin features to data processing Learn how to use profiling tools Discover how to read bytecode Learn to perform memory optimizations Uncover approaches to the multithreading environment Who this book is for This book is for Kotlin developers who would like to build reliable and high-performance applications. Prior Kotlin programming knowledge is assumed.

Kotlin Programming for Beginners Packt Publishing Ltd

Functional Programming in Kotlin is a reworked version of the bestselling Functional Programming in Scala, with all code samples, instructions, and exercises translated into the powerful Kotlin language. In this authoritative guide, you'll take on the challenge of learning functional programming from first principles, and start writing Kotlin code that's easier to read, easier to reuse, better for concurrency, and less prone to bugs and errors. about the technology Kotlin is a new JVM language designed to interoperate with Java and offer an improved developer experience for creating new applications. It's already a top choice for writing web services, and Android apps. Although it preserves Java's OO roots, Kotlin really shines when you adopt a functional programming mindset. By learning the core principles and practices of functional programming outlined in this book, you'll start writing code that's easier to read, easier to test and reuse, better for concurrency, and less prone to bugs. about the book Functional Programming in Kotlin is a serious tutorial for programmers looking to learn FP and apply it to the everyday business

of coding. Based on the bestselling *Functional Programming in Scala*, this book guides intermediate Java and Kotlin programmers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. The book will deliver practical mastery of FP using Kotlin and a valuable perspective on program design that you can apply to other languages. What's inside *Functional Programming Techniques for Real-World Applications* Write combinator libraries Identify common structures and idioms in functional design Code for simplicity, modularity, and fewer bugs about the reader For intermediate Kotlin and Java developers. No experience with functional programming is required. about the author Marco Vermeulen has almost two decades of programming experience on the JVM, with much of that time spent on functional programming using Scala and Kotlin. Rúnar Bjarnason and Paul Chiusano are the authors of *Functional Programming in Scala*, on which this book is based. They are internationally-recognized experts in functional programming and the Scala programming language.

Learn to Program with Kotlin Packt Publishing Ltd

Discover Android programming and web development by understanding the concepts of Kotlin Programming Key Features Practical solutions to your common programming problems with Kotlin 1.1 Leverage the functional power of Kotlin to ease your Android application development Learn to use Java code in conjunction with Kotlin Book Description The Android team has announced first-class support for Kotlin 1.1. This acts as an added boost to the language and

more and more developers are now looking at Kotlin for their application development. This recipe-based book will be your guide to learning the Kotlin programming language. The recipes in this book build from simple language concepts to more complex applications of the language. After the fundamentals of the language, you will learn how to apply the object-oriented programming features of Kotlin 1.1. Programming with Lambdas will show you how to use the functional power of Kotlin. This book has recipes that will get you started with Android programming with Kotlin 1.1, providing quick solutions to common problems encountered during Android app development. You will also be taken through recipes that will teach you microservice and concurrent programming with Kotlin. Going forward, you will learn to test and secure your applications with Kotlin. Finally, this book supplies recipes that will help you migrate your Java code to Kotlin and will help ensure that it's interoperable with Java. What you will learn Understand the basics and object-oriented concepts of Kotlin Programming Explore the full potential of collection frameworks in Kotlin Work with SQLite databases in Android, make network calls, and fetch data over a network Use Kotlin's Anko library for efficient and quick Android development Uncover some of the best features of Kotlin: Lambdas and Delegates Set up web service development environments, write servlets, and build RESTful services with Kotlin Learn how to write unit tests, integration tests, and instrumentation/acceptance tests. Who this book is for This book will appeal to Kotlin developers keen to find solutions for their common programming problems. Java programming knowledge

would be an added advantage.

Kotlin Programming Cookbook Packt Publishing Ltd

Get started with Kotlin programming for building real world applications Key Features Start programming with Kotlin Explore Kotlin language syntax, standard libraries and Java Interoperability Builds an example application with what you learn Book Description Kotlin is a general purpose, object-oriented language that primarily targets the JVM and Android. Intended as a better alternative to Java, its main goals are high interoperability with Java and increased developer productivity. Kotlin is still a new language and this book will help you to learn the core Kotlin features and get you ready for developing applications with Kotlin. This book covers Kotlin features in detail and explains them with practical code examples. You will learn how to set up the environment and take your first steps with Kotlin and its syntax. We will cover the basics of the language, including functions, variables, and basic data types. With the basics covered, the next chapters show how functions are first-class citizens in Kotlin and deal with the object-oriented side of Kotlin. You will move on to more advanced features of Kotlin. You will explore Kotlin's Standard Library and learn how to work with the Collections API. The book finishes by putting Kotlin in to practice, showing how to build a desktop app. By the end of this book, you will be confident enough to use Kotlin for your next project. What you will learn Programming in Kotlin language syntax, basic types, control flow, classes, and OOP Writing functions and functional programming in Kotlin Defining and importing from packages in Kotlin Running Kotlin on JVMs and Android runtimes Working with the Kotlin

Standard Library and advanced features of Kotlin programming Setting up a Kotlin development environment with JetBrains tools Building real-world applications with Kotlin Who this book is for This book is intended for anybody who wants to learn the most important Kotlin features. No experience of Kotlin is expected.

The Joy of Kotlin BPB Publications Explore popular language features, Java to Kotlin interoperability, advanced topics, and practical applications by building a variety of sample projects Key Features Understand and leverage the syntax, tools, and patterns by writing code in Kotlin Explore practical topics such as Java interop, concurrency with coroutines, and functional programming Discover how to use Kotlin for build targets like Android, iOS, JavaScript, and backend service Book Description Using Kotlin without taking advantage of its power and interoperability is like owning a sports car and never taking it out of the garage. While documentation and introductory resources can help you learn the basics of Kotlin, the fact that it's a new language means that there are limited learning resources and code bases available in comparison to Java and other established languages. This Kotlin book will show you how to leverage software designs and concepts that have made Java the most dominant enterprise programming language. You'll understand how Kotlin is a modern approach to object-oriented programming (OOP). This book will take you through the vast array of features that Kotlin provides over other languages. These features include seamless interoperability with Java, efficient syntax, built-in functional programming constructs, and support for creating your own DSL. Finally, you will

gain an understanding of implementing practical design patterns and best practices to help you master the Kotlin language. By the end of the book, you'll have obtained an advanced understanding of Kotlin in order to be able to build production-grade applications. What you will learn Model data using interfaces, classes, and data classes Grapple with practical interoperability challenges and solutions with Java Build parallel apps using concurrency solutions such as coroutines Explore functional, reactive, and imperative programming to build flexible apps Discover how to build your own domain-specific language Embrace functional programming using the standard library and Arrow Delve into the use of Kotlin for frontend JavaScript development Build server-side services using Kotlin and Ktor Who this book is for If you're a Kotlin developer looking to further their skills or a professional Java developer looking for better or professional resources in order to make a switch to Kotlin, this book is for you. Familiarity with Kotlin programming will assist with understanding key concepts covered in the book.

Android Development with Kotlin Apress Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's

popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

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