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## Kotlin For Android Developers Learn Kotlin The Easy Way While Developing An Android App

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### KIRSTEN LEVY

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[Best Practices for Professional Developers](#) Apress

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

*Head First Android Development* Packt Publishing Ltd

Build Android apps and learn the essentials of the popular Kotlin programming language and APIs. This book will teach you the key Kotlin skills and techniques important for creating your very own Android apps. Apart from introducing Kotlin programming, Learn Kotlin for Android Development stresses clean code principles and introduces object-oriented and functional programming as a starting point for developing Android apps. After reading and using this book, you'll have a foundation to take away and apply to your own Kotlin-based Android app development. You'll be able to write useful and efficient Kotlin-based apps for Android, using most of the features Kotlin as a language has to offer. What You Will Learn Build your

first Kotlin app that runs on Android Work with Kotlin classes and objects for Android Use constructs, loops, decisions, and scopes Carry out operations on data Master data containers, arrays, and collections Handle exceptions and access external libraries Who This Book Is For Very little programming experience is required: no prior knowledge of Kotlin needed.

*Kotlin and Android Development featuring Jetpack* Addison-Wesley Professional

Kotlin for Android Developers Learn Kotlin the Easy Way While Developing an Android App

**Kotlin for Android Developers** Pragmatic Bookshelf

What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development 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.

*Android Programming Apress*

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.

*The Next Generation Language for Modern Android Apps Programming* Addison-Wesley Professional

This book will equip you to create high-quality, visually appealing Android 11 apps from scratch with Kotlin. You'll discover a wide range of real-world development challenges faced by developers and explore various techniques to overcome them.

**Programming Android with Kotlin** "O'Reilly Media, Inc."

Start building native Android apps the modern way in Kotlin with Jetpack's expansive set of tools, libraries, and best practices. Learn how to create efficient, resilient views with Fragments and share data between the views with ViewModels. Use Room to persist valuable data quickly, and avoid NullPointerExceptions and Java's verbose expressions with Kotlin. You can even handle asynchronous web service calls elegantly with Kotlin coroutines. Achieve all of this and much more while building two full-featured apps, following detailed, step-by-step instructions. With Kotlin and Jetpack, Android development is now smoother and more enjoyable than ever before. Dive right in by developing two complete Android apps. With the first app, Penny Drop, you create a full game complete with random die rolls, customizable rules, and AI opponents. Build lightweight Fragment views with data binding, quickly and safely update data with ViewModel classes, and handle all app navigation in a single location. Use Kotlin with Android-specific Kotlin extensions to efficiently write null-safe code without all the normal boilerplate required for pre-Jetpack + Kotlin apps. Persist and retrieve data as full objects with the Room library, then display that data with ViewModels and list records in a RecyclerView. Next, you create the official app for the Android Baseball League. It's a fake league but a real app, where you use what you learn in Penny Drop and build up from there. Navigate all over the app via a Navigation Drawer, including specific locations via Android App Links. Handle asynchronous and web service calls with Kotlin Coroutines, display that data smoothly with the Paging library, and send notifications to a user's phone from your app. Come build Android apps the modern way with Kotlin and Jetpack! What You Need: You'll need the Android SDK, a text editor, and either a real Android device or emulator for testing. While not strictly required, it's assumed you're using Android Studio, which comes with the Android SDK and simplifies creating an emulator. Also, a few examples require JDK 1.8 or later, though all of these pieces can be completed in other ways when using JDK 1.6.

**Deep dive into the world of Android to create robust applications with Kotlin** O'Reilly Media

Android development is so vast that mastering this mobile operating system can seem daunting--particularly now that Kotlin has become the official Android development language. This book helps Android developers make the transition from Java to Kotlin and shows them how Kotlin provides a true advantage for gaining control over asynchronous computations. By focusing specifically on coroutines, a new asynchronous programming paradigm, this book describes how you can achieve structured concurrency with Kotlin. Authors Pierre-Oliver Laurence, Amanda Hinchman-Dominguez, and Mike Dunn provide implementations of the most common tasks in native Android development. The basics of the Kotlin language and the Android architecture Data transformations in Kotlin Android fundamentals in memory and threading Concurrency with coroutines Channels and flows Android profiling tools

*Clean Architecture* Packt Publishing Ltd

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.

*Implementing Practical Data Structures in Kotlin* Apress

Spring is the de facto framework for Java SE development and it has been widely used for building web and enterprise grade applications. Last year, Pivotal provided complete support for Kotlin as a language that Spring can compile to, making it an even stronger framework in terms of android development. To make things simpler, Pivotal has ...

*Beginning Android Development With Kotlin* Packt Publishing Ltd

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

*Learning Android* "O'Reilly Media, Inc."

Learn Data Structures & Algorithms in Kotlin! Data structures and algorithms are fundamental tools every developer should have. In this book, you'll learn how to implement key data structures in Kotlin, and how to use them to solve a robust set of algorithms. This book is for intermediate Kotlin or Android developers who already know the basics of the language and want to improve their knowledge. Topics Covered in This Book Introduction to Kotlin: If you're new to Kotlin, you can learn the main constructs and begin writing code. Complexity: When you study algorithms, you need a way to compare their performance in time and space. Learn about the Big-O notation to help you do this. Elementary Data Structures: Learn how to implement Linked List, Stacks, and Queues in Kotlin. Trees: Learn everything you need about Trees - in particular, Binary Trees, AVL Trees, as well as Binary Search and much more. Sorting Algorithms: Sorting algorithms are critical for any developer. Learn to implement the main sorting algorithms, using the tools provided by Kotlin. Graphs: Have you ever heard of Dijkstra and the calculation of the shortest path between two different points? Learn about Graphs and how to use them to solve the most useful and important algorithms.

**Kotlin Coroutines by Tutorials (Second Edition)** Addison-Wesley Professional

Learn Android programming with Kotlin! Learning Android programming can be challenging. Sure, there is plenty of documentation, but the tools and libraries available today for Android are easily overwhelming for newcomers to Android and Kotlin. Android Apprentice takes a different approach. From building a simple first app, all the way to a fully-featured podcast player app, this book walks you step-by-step, building on basic concepts to advanced techniques so you can build amazing apps worthy of the Google Play Store! Who This Book Is For This book is for anyone interested in writing mobile apps for Android. Though no previous mobile experience is necessary, this book is also a great resource for iPhone developers transitioning from iOS. Topics Covered in Android Apprentice Getting Started: Learn how to set up Android Studio and the Android Emulator. Layouts: Create layouts that can be used for both Activities and Fragments Debugging: No one's perfect! Learn how to dig down and troubleshoot bugs in your apps. Communication: Design separate Activities and communicate and send data between them using Intents. Scrolling Layouts: Learn how to use RecyclerViews to make efficient, reusable views that scroll fluidly at a touch. Google Places: Integrate location APIs to bring the magic of maps into your Android apps. Networking: Learn how to access resources on the internet and handle networked responses. Material Design: Make sure your apps conform to modern best practices by using Google's standards of Material Design AndroidX: Learn how to use the AndroidX libraries to support older versions of Android. And much, much more! One thing you can count on: after reading this book, you'll be prepared to write feature-rich apps from scratch and go all the way to submitting them to the Google Play Store! About the Tutorial Team The Tutorial Team is a group of app developers and authors who write tutorials at the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. If you've enjoyed the tutorials we've written in the past, you're in for a treat. The tutorials we've written for this book are some of our best yet - and this book contains detailed technical knowledge you simply won't be able to find anywhere else.

**Android Programming with Kotlin for Beginners** Packt Publishing Ltd

Learn Kotlin in one day Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Learn Kotlin in one day" is the best tool., this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

*Kotlin for Android Developers* Packt Publishing Ltd

Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

**Learn Kotlin for Android Development** "O'Reilly Media, Inc."

"Get the Java skills you will need to start developing Android apps apps"--Cover.

**Effective Kotlin** Kt. Academy

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by an expert who's taught this mobile platform to hundreds of developers in large organizations, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. You'll build a Twitter-like application throughout the course of this book, adding new features with each chapter. Along the way, you'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Get an overview of the Android platform and discover how it fits into the mobile ecosystem. Learn about the Android stack, including its application framework, and the structure and distribution of application packages (APK). Set up your Android development environment and get started with simple programs. Use Android's building blocks—Activities, Intents, Services, Content Providers, and Broadcast Receivers. Learn how to build basic Android user interfaces and organize UI elements in Views and Layouts. Build a service that uses a background process to update data in your application. Get an introduction to Android Interface Definition Language (AIDL) and the Native Development Kit (NDK).

*A Brain-Friendly Guide* Packt Publishing Ltd

Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android

app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

**Kotlin for Android App Development** O'Reilly Media

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

**Best practices** Packt Publishing Ltd

Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

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