

Lab – Get Some Background on Kotlin

Introduce yourself to the Kotlin Language

Objectives:

Familiarize yourself with the Kotlin programming language.

Important Note: Kotlin has been designated as the preferred programming language for Android. Kotlin has its roots in object-oriented programming (OOP) languages, such as Java, but attempts to improve on some aspects of OOP languages, such as reducing null pointer errors, reducing the overhead of strong typing, and improving concurrency constructs, among others.

In this lab you will view an online introduction to Kotlin and submit a short paragraph identifying some differences you identify between Kotlin and other OOP languages.

Lab steps:

1. Go to <https://www.linkedin.com/learning/kotlin-essential-training/>. This should be accessible to you for free using your UMD CAS login. You may choose how much of the video you wish to watch. I suggest that you set a time limit for yourself, say 1-2 hours. If a particular section is too basic for you, skip it. If it's too advanced, save it for later in the semester when you encounter more complicated Kotlin code and need a deeper explanation.
2. Create a text file called observations.txt in your git repo for this lab. Write one paragraph identifying at least two features of the Kotlin Language that are different from another language you are familiar with. Explain the features and explain how this is different from the other language you're more familiar with.
3. Push your updates to your git repo.