

Kotlin Programming Cookbook Explore More Than 100 Recipes That Show How To Build Robust Mobile And Web Applications With Kotlin Spring Boot And Android

A comprehensive guide to OOP, functions, concurrency, and coroutines in Kotlin 1.3, 2nd Edition
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 Level up your programming skills by understanding how Kotlin's data structure works

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A comprehensive guide to OOP, functions, concurrency, and coroutines in Kotlin 1.3, 2nd Edition Addison-Wesley Professional
 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 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. *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. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

A Refactoring Guidebook Packt Publishing Ltd

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling,

gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Flutter Cookbook "O'Reilly Media, Inc."

Get to know the building blocks of Kotlin and best practices when using quality world-class applications About This Book Learn to build exciting and scalable Android and web applications (both the server-side and client-side parts) with your Kotlin skills Dive into the great ecosystem of Kotlin frameworks and libraries through projects that you'll build using this book This project-based guide contains clear instructions to help you extend your applications across a wide domain Who This Book Is For This practical guide is for programmers who are already familiar with Kotlin. If you are familiar with Kotlin and want to put your knowledge to work, then this is the book for you. Kotlin programming knowledge is a must. What You Will Learn See how Kotlin's power and versatility make it a great choice to create applications across various platforms, and how it delivers business and technology benefits Write a robust web applications using Kotlin with Spring Boot Write Android applications with ease using Kotlin Write rich desktop applications in Kotlin Learn how Kotlin can generate Javascript and how this can be used on client side and server side development Understand how native applications can be written with Kotlin/Native Learn the practical aspects of programming in each of the applications In Detail Kotlin is a powerful language that has applications in a wide variety of fields. It is a concise, safe, interoperable, and tool-friendly language. The Android team has also announced first-class support for Kotlin, which is an added boost to the language. Kotlin's growth is fueled through carefully designed business and technology benefits. The collection of projects demonstrates the versatility of the language and enables you to build standalone

applications on your own. You'll build comprehensive applications using the various features of Kotlin. Scale, performance, and high availability lie at the heart of the projects, and the lessons learned throughout this book. You'll learn how to build a social media aggregator app that will help you efficiently track various feeds, develop a geospatial webservice with Kotlin and Spring Boot, build responsive web applications with Kotlin, build a REST API for a news feed reader, and build a server-side chat application with Kotlin. It also covers the various libraries and frameworks used in the projects. Through the course of building applications, you'll not only get to grips with the various features of Kotlin, but you'll also discover how to design and prototype professional-grade applications. Style and approach Each chapter is independent and focuses on a unique technology, where Kotlin is used to build an example application. Together the chapters cover a full spectrum. *Java to Kotlin* O'Reilly Media

Take advantage of Kotlin's concurrency primitives to write efficient multithreaded applications Key Features Learn Kotlin's unique approach to multithreading Work through practical examples that will help you write concurrent non-blocking code Improve the overall execution speed in multiprocessor and multicore systems Book Description The primary requirements of modern-day applications are scalability, speed, and making the most use of hardware. Kotlin meets these requirements with its immense support for concurrency. Many concurrent primitives of Kotlin, such as channels and suspending functions, are designed to be non-blocking and efficient. This allows for new approaches to concurrency and creates unique challenges for the design and implementation of concurrent code. *Learning Concurrency in Kotlin* addresses those challenges with real-life examples and exercises that take advantage of Kotlin's primitives. Beginning with an introduction to Kotlin's coroutines, you will learn how to write concurrent code and understand the fundamental concepts needed to be able to write multithreaded software in Kotlin. You'll explore how to communicate between and synchronize your threads and coroutines to write asynchronous applications that are collaborative. You'll also learn how to handle errors and exceptions, as well as how to leverage multi-core processing. In addition to this, you'll delve into how coroutines work internally, allowing you to see the bigger picture. Throughout the book you'll build an Android application – an RSS reader – designed and implemented according to the different topics covered in the book What you will learn Understand Kotlin's approach to concurrency Implement sequential and asynchronous suspending functions Create suspending data sources that are resumed on demand Explore the best practices for error handling Use channels to

communicate between coroutines Uncover how coroutines work under the hood Who this book is for If you're a Kotlin or Android developer interested in learning how to program concurrently to enhance the performance of your applications, this is the book for you.

Kotlin Programming Cookbook Packt Publishing Ltd Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Scala Cookbook Kotlin Programming Cookbook Explore more than 100 recipes that show how to build robust mobile and web applications with Kotlin, Spring Boot, and Android 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.

Kotlin Programming Packt Publishing Ltd 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.

Reactive Programming with Kotlin (Second Edition) 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 "O'Reilly Media, Inc."

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.

Programming Kotlin O'Reilly Media Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

Mastering Kotlin Packt Publishing Ltd 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

The Big Nerd Ranch Guide Packt Publishing Ltd Kotlin Programming Cookbook Explore more than 100 recipes that show how to build robust mobile and web applications with Kotlin, Spring Boot, and Android Packt Publishing Ltd **Android Cookbook** Packt Publishing Ltd Kotlin has raised the bar for programming languages on the Java Virtual Machine with its compatibility, readability, efficiency, and tool support. But adopting a new language can be daunting, especially when you're working with business-critical Java code that must meet changing requirements. This book takes a novel approach to introducing Kotlin to Java programmers: showing you how to gradually refactor Java code to idiomatic Kotlin while continuing to evolve its functionality. But converting Java to Kotlin is just the starting point. Kotlin has many features beyond Java. Using worked examples, authors Duncan McGregor and Nat Pryce guide you through honing the converted code to make it simpler, more efficient, more expressive, and easier to change. You'll learn how to take advantage of functional constructs to improve program structure, reliability, and error handling. Once you finish this book, you'll be confident writing Kotlin from scratch, converting your existing Java when appropriate, and managing a

mixed Java-Kotlin codebase as it evolves over time. **Build highly efficient and robust applications** Packt Publishing Ltd 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.

Kotlin Blueprints O'Reilly Media Learn Reactive Programming in Kotlin with RxJava! The popularity of reactive programming continues to grow on an ever-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers—even over different platforms. Not only will you learn how to use RxJava to create complex reactive applications on Android, you'll also see how to solve common application design issues by using RxJava. Finally, you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps. Who This Book Is For This book is for Android developers who already feel comfortable with the Android SDK and Kotlin, and want to dive deep into development with RxJava, RxKotlin, and RxAndroid. Topics Covered in Reactive Programming with Kotlin: Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved, and see how to begin using RxJava in your projects. Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx—Observables and Observers. Being Selective: See how to work with various events using tools such as filtering, transforming, combining, and timing operators. UI Development: RxJava and companion libraries make it easy to work with the UI of your apps, providing a reactive approach to handling user events. Intermediate Topics: Level up your RxJava knowledge with chapters on reactive networking, error handling, and schedulers. Advanced Topics: Round out your RxJava education by learning about app architecture, repositories, and integrating RxJava with Android Jetpack. And much, much more! By the end of the book, you'll have hands-on experience solving common issues in a reactive paradigm—and you'll be well on your way to coming up with your own Rx patterns and solutions!

Explore More Than 100 Recipes That Show How to Build Robust Mobile and Web Applications with Kotlin, Spring Boot, and Android eBook Frenzy

Master the concise and expressive power of a pragmatic, multi-paradigm language for JVM, Android and beyond Key Features a- Language fundamentals a- Object-oriented and functional programming with Kotlin a- Kotlin standard library a- Building domain-specific languages a- Using Kotlin for Web development a- Kotlin for Android platform a- Coroutine-based concurrency Description The purpose of this book is to guide a reader through the capabilities of Kotlin language and give examples of how to use it for the development of various applications, be it desktop, mobile or Web. Although our primary focus is on JVM and Android, the knowledge we're sharing here, to various extents, applies to other Kotlin-supported platforms such as JavaScript, native and even multi-platform applications. The book starts with an introduction to the language and its ecosystem, which will give you an understanding of the key ideas

behind the Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters, we get to know the multi-paradigm nature of Kotlin which allows us to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs, such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding chapters, we give examples of using Kotlin for more specialized tasks, such as testing, building Android applications, Web development and creating microservices. What will you learn By the end of the book you'll obtain a thorough knowledge of all the basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of related development platforms, tools, and frameworks. Who this book is for The book is primarily aimed at developers who are familiar with Java and JVM and are willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs, which should simplify the Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior knowledge of Java. In general, experience in object-oriented or functional paradigm is a plus, but not required. Table of Contents

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About the Author
Aleksei Sedunov has been working as a Java developer since 2008. Since joining JetBrains in 2012, he's been actively participating in the Kotlin language development, focusing on IDE tooling for the IntelliJ platform. Currently, he's working in a DataGrip team, a JetBrains Database IDE, while carrying on with Kotlin as a main development tool. His LinkedIn Profile: <https://www.linkedin.com/in/alexey-sedunov-8554a530/>

A Problem-Focused Approach Packt Publishing Ltd
Build optimized applications in Kotlin by learning how to make use of the standard library features the smart way
Key Features
Get the most out of the Kotlin library to develop high-quality portable

applications
Explore the powerful support for data processing and I/O operations
Discover ways to enhance your Android application development
Book Description
Given the verbosity of Java, developers have turned to Kotlin for effective software development. The Kotlin standard library provides vital tools that make day-to-day Kotlin programming easier. This library features the core attributes of the language, such as algorithmic problems, design patterns, data processing, and working with files and data streams. The recipes in this book offer coding solutions that can be readily executed. The book covers various topics related to data processing, I/O operations, and collections transformation. We'll walk through effective design patterns in Kotlin and you'll understand how coroutines add new features to JavaScript. As you make your way through the chapters, you'll learn how to implement clean, reusable functions and scalable interfaces containing default implementations. In the concluding chapters, we'll provide recipes on functional programming concepts, such as lambdas, monads, functors, and Kotlin scoping functions. By the end of the book, you'll be able to address a range of problems that Kotlin developers face by implementing easy-to-follow solutions. What you will learn
Work with ranges, progressions, and sequences in use cases
Add new functionalities to current classes with Kotlin extensions
Understand elements such as lambdas, closures, and monads
Build a REST API consumer with Retrofit and a coroutine adapter
Discover useful tips and solutions for making your Android projects
Explore the benefits of standard library features
Who this book is for
This book is for software developers who are familiar with Kotlin's basics and want to discover more advanced features and concepts, especially those provided by the Kotlin standard library. It's also ideal for experienced software developers who are familiar with the functional programming paradigm and other programming languages who want to switch to Kotlin. It will also help Java developers switch to Kotlin and integrate it into existing Java Virtual Machine (JVM) projects.

Serverless Programming Cookbook Kt. Academy
How many times did you hear the excuse "works on my machine"? With Vagrant, this stays in the past. Your environments will be exactly the way you want them to be, targeting specific projects for different needs. As easy as cloning a repository and running "vagrant up." This book covers from basic to advanced concepts on Vagrant, including important ProTips to improve your Vagrant projects and avoid common mistakes. Vagrant Cookbook comes with quick guides to the 3 most used Vagrant provisioners: Puppet, Ansible and Chef. Following the guide, a practical example will show you how to provision a basic web server with Nginx + PHP5-FPM (PHP 5.5+).

Programming Kotlin Packt Publishing Ltd
Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250

ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools. It's ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures
Classes, methods, objects, traits, and packaging
Functional programming in a variety of situations
Collections covering Scala's wealth of classes and methods
Concurrency, using the Akka Actors library
Using the Scala REPL and the Simple Build Tool (SBT)
Web services on both the client and server sides
Interacting with SQL and NoSQL databases
Best practices in Scala development

Functional Programming in Kotlin "O'Reilly Media, Inc."
Enhance your Kotlin programming skills by building 3 real-world applications
Key Features
Build three full-fledged, engaging applications from scratch and learn to deploy them
Enhance your app development and programming activities with Kotlin's powerful and intuitive tools and utilities. Experience the gentle learning curve, expressiveness, and intuitiveness of Kotlin, as you develop your own applications
Book Description
Kotlin greatly reduces the verbosity of source code. With Google having announced their support for Kotlin as a first-class language for writing Android apps, now's the time learn how to create apps from scratch with Kotlin
Kotlin Programming By Example takes you through the building blocks of Kotlin, such as functions and classes. You'll explore various features of Kotlin by building three applications of varying complexity. For a quick start to Android development, we look at building a classic game, Tetris, and elaborate on object-oriented programming in Kotlin. Our next application will be a messenger app, a level up in terms of complexity. Before moving onto the third app, we take a look at data persistent methods, helping us learn about the storage and retrieval of useful applications. Our final app is a place reviewer: a web application that will make use of the Google Maps API and Place Picker. By the end of this book, you will have gained experience of creating and deploying Android applications using Kotlin. What you will learn
Learn the building blocks of the Kotlin programming language
Develop powerful RESTful microservices for Android applications
Create reactive Android applications efficiently
Implement an MVC architecture pattern and dependency management using Kotlin
Centralize, transform, and stash data with Logstash
Secure applications using Spring Security
Deploy Kotlin microservices to AWS and Android applications to the Play Store
Who this book is for
This book is for those who are new to Kotlin or are familiar with the basics, having dabbled with Java until now. Basic programming knowledge is mandatory.

Related with Kotlin Programming Cookbook Explore More Than 100 Recipes That Show How To Build Robust Mobile And Web Applications With Kotlin Spring Boot And Android:
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