

Variables

val	Immutable variable
var	Mutable variable
`\${variable}`	Calling a variable

Output and Input

print()	Print on the line	<pre>print("Hello World!")</pre>
println()	Print on the line and go back to the line	<pre>println("Hello World!")</pre>
readLine()	Function to read the enter of the user	<pre>var hello: String = readLine()</pre>

Functions

fun	Keyword for initializing a function
hello	Name of the function
()	Parameters (variables)
{ }	Content of the function
return	Return the value of the function (not required)
function()	call the function

```
fun hello () {
    println("hello world")
}
```

Data Types

var foo:	Variable with data type specification	"hello"
: Int	Int	-32 768 to 32 767
: Byte	Byte	-128 to 127
: Short	Short	-32 768 to 32 767
: Long	Long	-9223372036854775808 to 9223372036854775808
: Double	Double	1.7e-308 to 1.7e+038
: Char	Character	/
: Boolean	Boolean	true or false
: String	String	/
: Float	Float	3.4e-038 to 3.4e+038

In Kotlin, variables can detect automatically the data type of the value in the variable but if you want to specify a data type (i.g. editing the variable)

For the float you should add a F behind the value of the float variable



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