

Kotlin Cheat Sheet Part 1

`var` variable that could be changed later

`val` constant value forever

`var/val` : Type of
it=anything,ReadLine()

`ReadLine()!!`.to"Dat
atype"() to make it read from user any
type i want

`+var/val` , `$var/val` to print it

`//`single line
comment `/**`/ multi line comment

`var.to"DataType"` to convert data types

`try{}catch{}` for making app not crash

`if(CONDITION)`
{Code} can use multiple if or elseif or
else

`when(var){value-`
`>code}` else->{code}

`in value..value for`
`in range` !in value..value for not in range

`for(var in`
`value..value)`
{code} for Loop

`while(condition)`
{code} while Loop

`Do{code}while(con`
`dition)` Do While Loop

`continue` to not do the code

`break..break@nam`
`e` to break the code from working

`string.to"effect"` to apply effects on Strings

`String[number]` to show only the letter in that
memory number

Kotlin Cheat Sheet Part 2



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Page 1 of 1.

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