

Kotlin Cheat Sheet Part 1

<code>var</code>	variable that could be changed later
<code>val</code>	constant value forever
<code>var/val</code>	: Type of it=anything,ReadLine()
<code>ReadLine()!!</code> .to"D atatype"()	to make it read from user any type i want
<code>+var/val ,</code> <code>\$var/val</code>	to print it
<code>//single line comment</code>	<code>/**/</code> multi line comment
<code>var.to"DataType"</code>	to convert data types
<code>try{}catch{}</code>	for making app not crash
<code>if(CONDITION)</code> <code>{Code}</code>	can use multiple if or elseif or else
<code>when(var){value- >code}</code>	else->{code}
<code>in value..value</code> <code>for in range</code>	!in value..value for not in range
<code>for(var in</code> <code>value..value)</code> <code>{code}</code>	for Loop
<code>while(condition)</code> <code>{code}</code>	while Loop
<code>Do{code}while(c</code> <code>ondition)</code>	Do While Loop
<code>continue</code>	to not do the code
<code>break..break@na</code> <code>me</code>	to break the code from working
<code>string.to"effect"</code>	to apply effects on Strings
<code>String[number]</code>	to show only the letter in that memory number

Kotlin Cheat Sheet Part 2



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