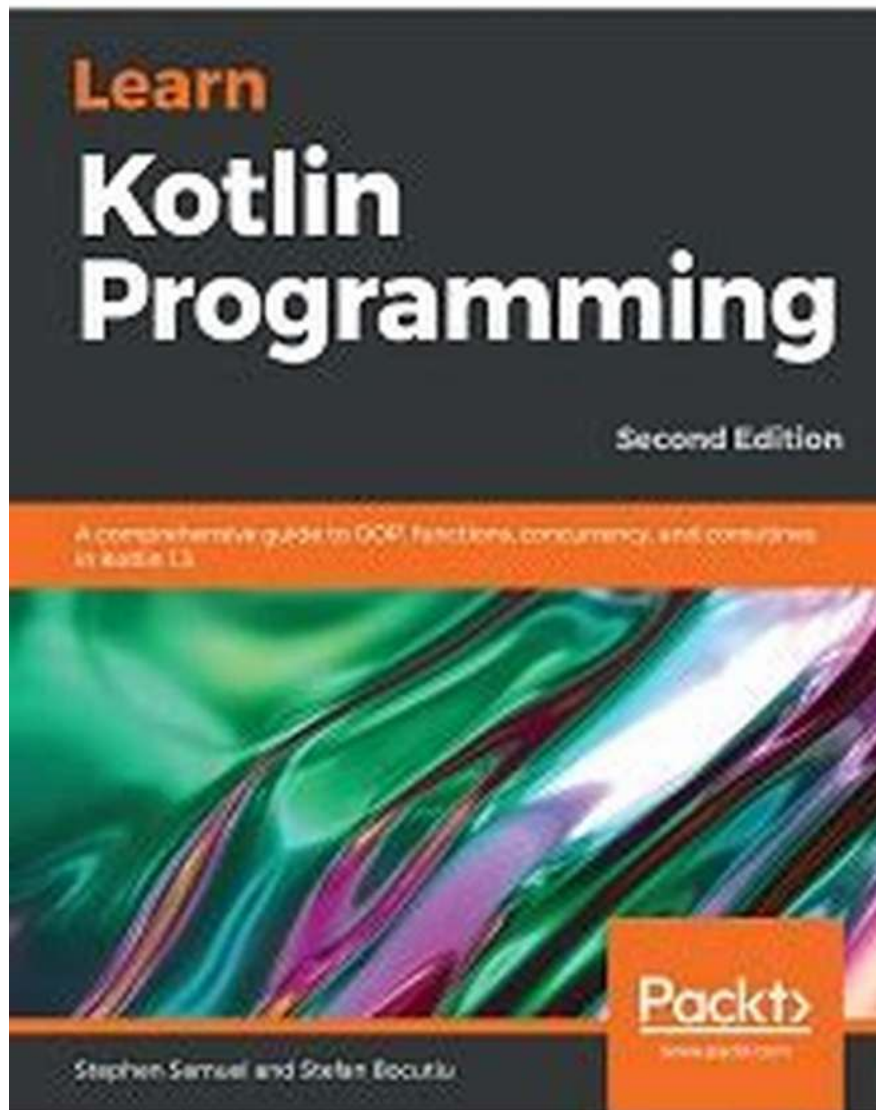


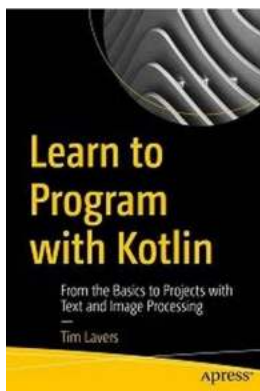
Discover the World of Programming with Kotlin - The Ultimate Guide



Are you eager to embark on a journey into the world of programming? Look no further! In this comprehensive guide, you will learn all about programming with Kotlin, one of the most powerful and versatile programming languages available today.

Why Learn Kotlin?

Launched by JetBrains in 2011, Kotlin has gained immense popularity for its simplicity, robustness, and interoperability. It is fully compatible with Java, which means you can easily integrate Kotlin into your existing Java projects without any hassle.



Learn to Program with Kotlin: From the Basics to Projects with Text and Image Processing

by Tim Lavers (1st ed. Edition, Kindle Edition)

★★★★☆ 4 out of 5

Language : English

File size : 8886 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Print length : 464 pages



Additionally, Kotlin offers numerous features that make programming more enjoyable and efficient. It boasts concise syntax, null safety, extension functions, coroutines, and much more, all designed to enhance your coding experience.

Whether you are a complete beginner or an experienced programmer looking to expand your skillset, Kotlin provides an ideal starting point. It offers a gentle learning curve while empowering you to build powerful and scalable applications.

The Benefits of Learning Kotlin

1. Increased Job Opportunities: Kotlin has become the preferred language for Android app development since Google officially announced its support for it in

2017. By mastering Kotlin, you open doors to a vast range of job opportunities in the thriving Android development industry.

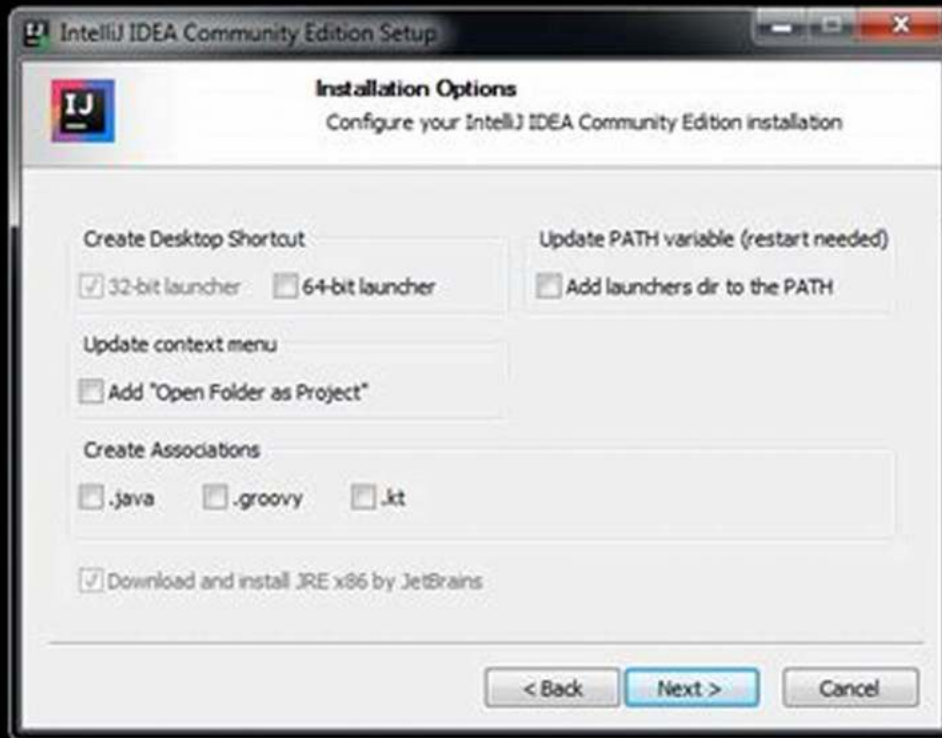
2. Streamlined Codebase: With Kotlin, you can write concise and expressive code that accomplishes complex tasks with minimal effort. Its powerful features, such as extension functions and data classes, allow for code that is easier to read, maintain, and understand.

3. Embraced by Major Tech Companies: Kotlin is not just popular among individual developers; it is also widely adopted by major tech giants. Companies like Netflix, Pinterest, and Trello have embraced Kotlin for their production apps, and its usage continues to grow rapidly in the industry.

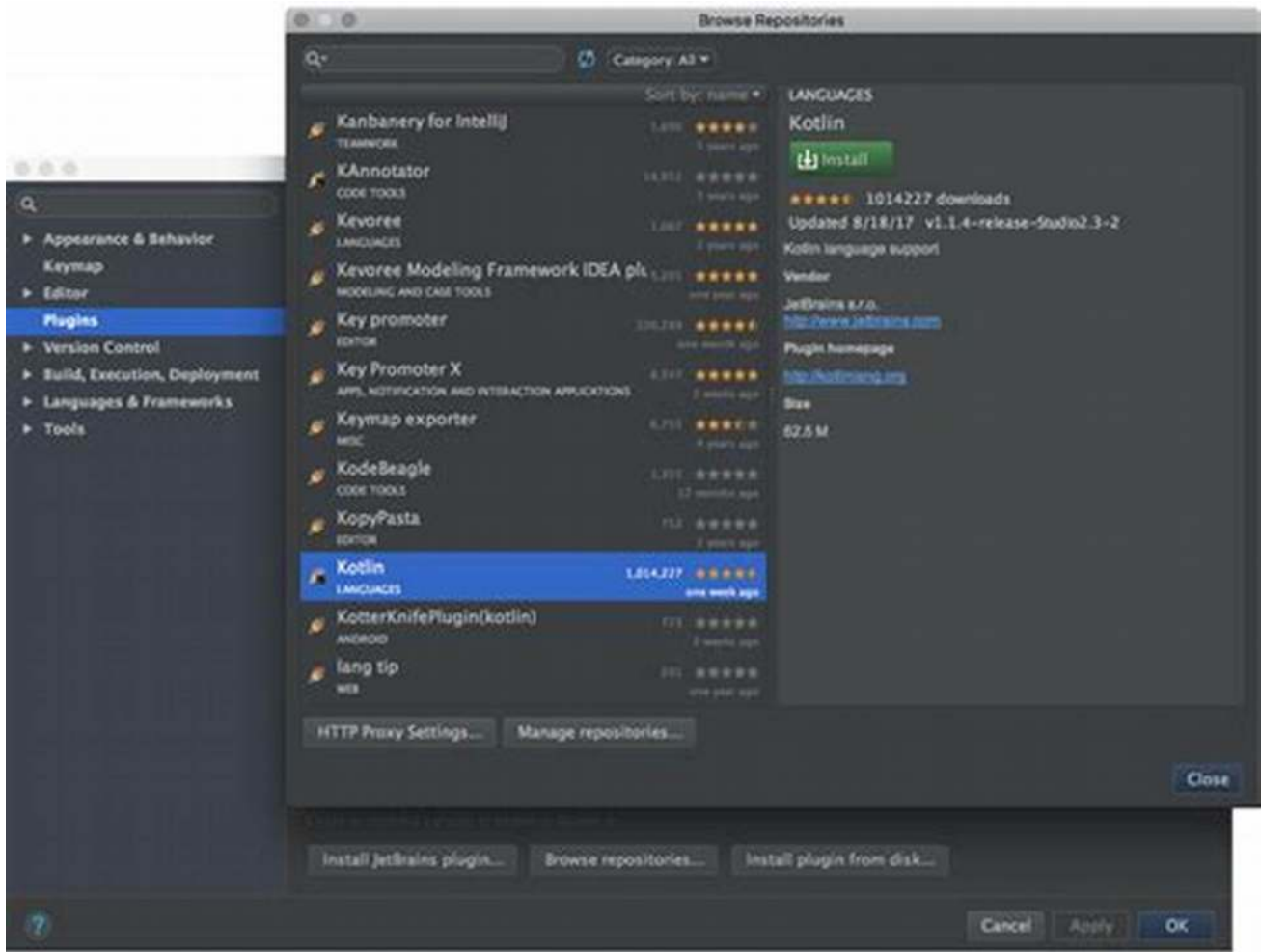
Getting Started with Kotlin

To start your journey into the world of Kotlin programming, you need to set up your development environment. Follow these steps:

1. Install IntelliJ IDEA: The first step is to download and install IntelliJ IDEA, which is JetBrains' flagship integrated development environment (IDE) specifically designed for Kotlin.



2. Set up Kotlin Plugin: Open IntelliJ IDEA, go to "Preferences," select "Plugins" from the left sidebar, and search for 'Kotlin.' Click on 'Install' and then 'Restart IntelliJ IDEA' to enable the Kotlin plugin.



3. Create a Kotlin Project: After restarting IntelliJ IDEA, click on 'Create New Project' and select 'Kotlin' from the list of available project types. Follow the instructions to set up your project and provide a suitable name for it.



4. Start Coding: Once your project is set up, you can begin coding in Kotlin. IntelliJ IDEA provides a user-friendly interface with various helpful tools, such as coding assistance, error detection, and auto-completion, to support your learning and development process.

Learning Resources for Kotlin

There are plenty of resources available to help you learn Kotlin and become a proficient programmer. Here are a few highly recommended ones:

1. Kotlin Documentation: The official Kotlin documentation provided by JetBrains offers a comprehensive guide covering all aspects of the language. It includes examples, tutorials, and detailed explanations of Kotlin's features.

2. Online Tutorials and Courses: Numerous online platforms like Udemy, Coursera, and Codecademy offer Kotlin programming courses that cater to various skill levels. These courses provide video lectures, practical exercises, and real-world projects to enhance your learning experience.

3. Kotlin Playground: JetBrains provides a web-based Kotlin Playground where you can experiment with Kotlin code snippets directly in your browser. It helps you quickly test and understand different language features.

Start Your Programming Journey with Kotlin Today!

Learning to program with Kotlin is an exciting and rewarding endeavor. Whether you want to build Android apps, web applications, or even desktop applications, Kotlin equips you with the tools and knowledge to bring your ideas to life.

With its increasing adoption in the industry and its powerful features, Kotlin is undoubtedly a programming language worth mastering. Begin your journey today, and unlock a world of endless possibilities!

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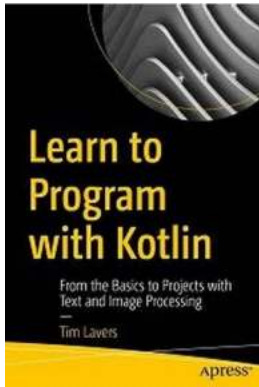
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Teach yourself programming starting with the basics and progressing to a series of exciting projects using Kotlin, one of today's hottest programming languages. This book starts with the absolute basics and then introduces just enough syntax to get into some fascinating projects. These include text processing: a statistical analysis of Jane Austen's novels, solving anagrams, and working with palindromes; image processing: cropping and resizing images, and pixel transformation; and computer vision: finding digits, parsing images, and reading speed signs.

The projects are developed in tiny steps and complete solutions are provided. Some of these projects include core data science concepts, giving you skills in one of the most important areas of modern programming. Along the way you'll cover functional programming, object-oriented programming (OOP), refactoring, and writing unit tests.

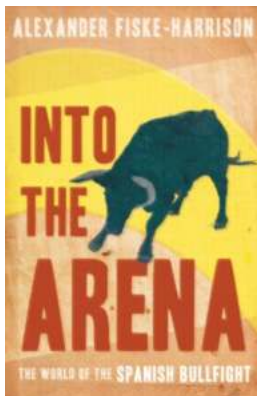
After reading *Learn to Program with Kotlin*, you'll come away with practical insights and code to get you started right away with programming using Kotlin for your own projects.

What You Will Learn

- Gain the basics of Kotlin using the IntelliJ Java IDE
- Implement OOP with Kotlin along with unit testing and code refactoring using a series of text-related projects
- Harness functional programming with Kotlin by building an image-processing library
- Write software to locate and read speed signs in photos

Who Is This Book For

Anyone who wants to learn how to program or code from scratch. Also great for experienced programmers who want to know more about Kotlin.



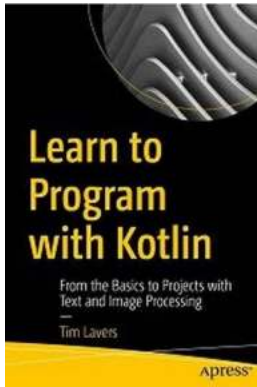
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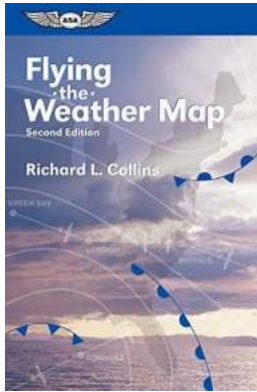
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