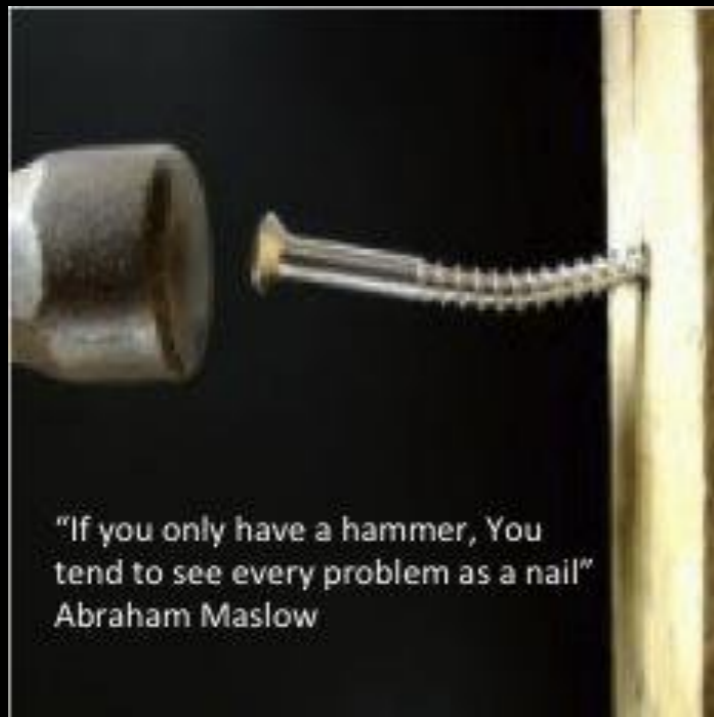


# KOTLIN/MPP WEBINAR

# MULTIPLATFORM CHALLENGES



ACCESS TO WHAT IS AVAILABLE ON THE  
PLATFORM  
IS CRITICAL

# EXPECT AND ACTUAL IN KOTLIN LANG



# COOPERATION OF BACKENDS

- JVM
  - server
  - Android managed
- JS
  - browser
  - node.js
- Native
  - iOS
  - Android NDK
  - Linux, Windows, macOS UI, CLI
  - embedded



# CODE SHARING AND REFACTORINGS

- Project managed by Gradle build system
- Different platforms - different presets
- Global refactorings with IDE
- Navigation to platform-specific declarations



# USABILITY OF MULTIPLATFORM

- Shipped since Kotlin 1.3.0
- Standard library is common
- IDE support MPP
- Special Gradle plugin for MPP
- JetBrains provide MPP versions of
  - Coroutines
  - Serialization
  - HTTP client (in ktor)



LIMITATIONS





Q&A

TO BE  
OR NOT  
TO BE

