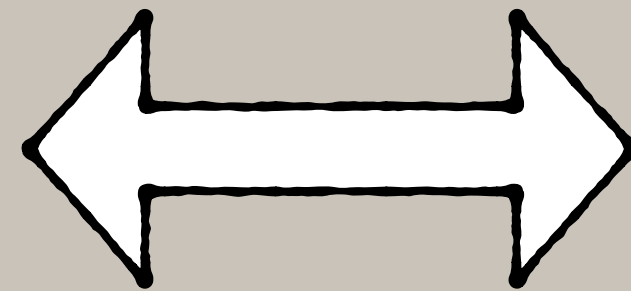
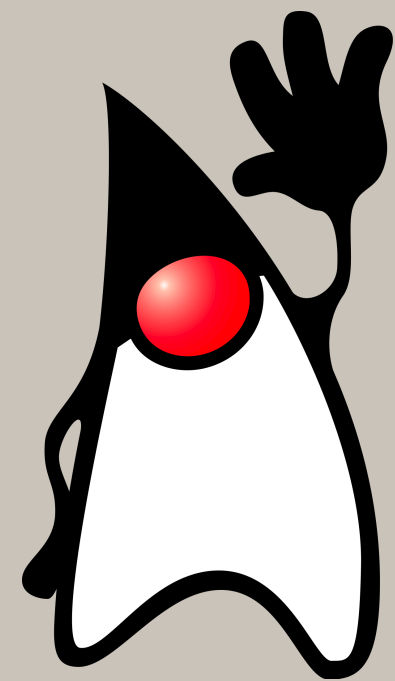


# Upgrade Time!

Choose Java 11 or the other one... **Kotlin!**



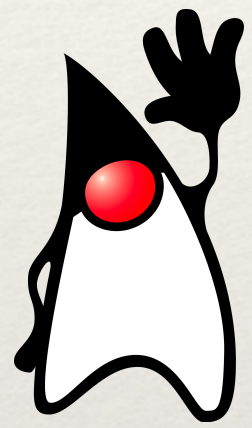
Paulien van Alst



# My story with Kotlin

---

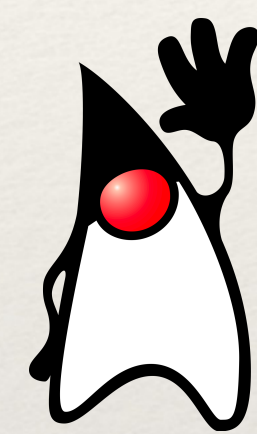
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    .filter(game -> game.getMinimalNumberOfPlayers() > 2)  
    .filter(game -> game.getMinimalAge() > 10)  
    .map(BoardGameEntity::getPrice)  
    .reduce(BigDecimal.**ZERO**, BigDecimal::add);





# My story with Kotlin

---



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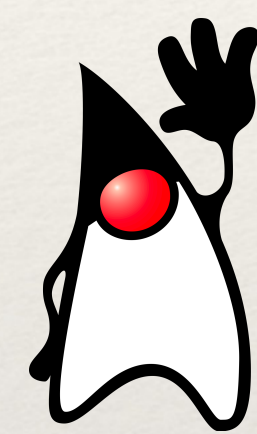
**boardGames**

```
    .moreThanTwoPlayers()  
    .olderThanTenToPlay()  
    .meanPrice()
```



# My story with Kotlin

---



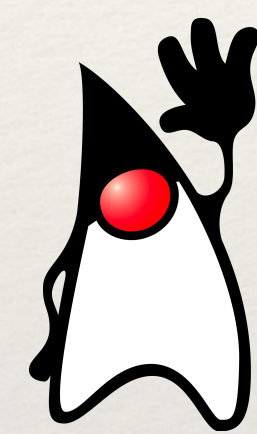
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# My story with Kotlin

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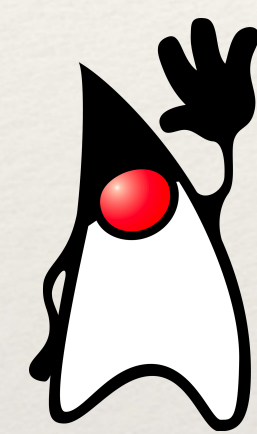
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# My story with Kotlin

---



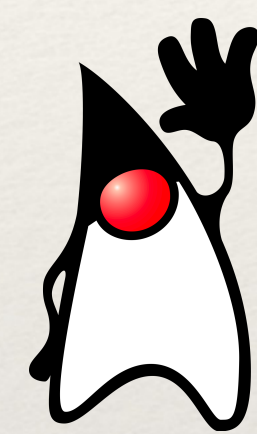
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# My story with Kotlin

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**boardGames**



`.moreThanTwoPlayers()  
.olderThanTenToPlay()  
.meanPrice()`



# Who am I?



Better software, faster.



@PaulienVanAlst



Google Dev Expert in Kotlin backend



@coding\_bar





---

# Highlights Java 9/10/11 + ...

---

switch statements

```
var something = “Something”
```

JShell

Convenience methods for collections

Release cadence

Records



# Reasons to switch to Kotlin

---

Regular updates

Readability

Interoperability

Less boilerplate

Multiplatform

Safe programming





# Reasons to switch to Kotlin

Spring integration

Support in the Java ecosystem

Coroutines

Growing Kotlin ecosystem





# What to keep in mind

---

Interoperability

Idioms

~~Magic problem solver~~





# What to keep in mind

---

Kotlin is not JUST a better Java





# Let's start!

---

Rates



Dominion

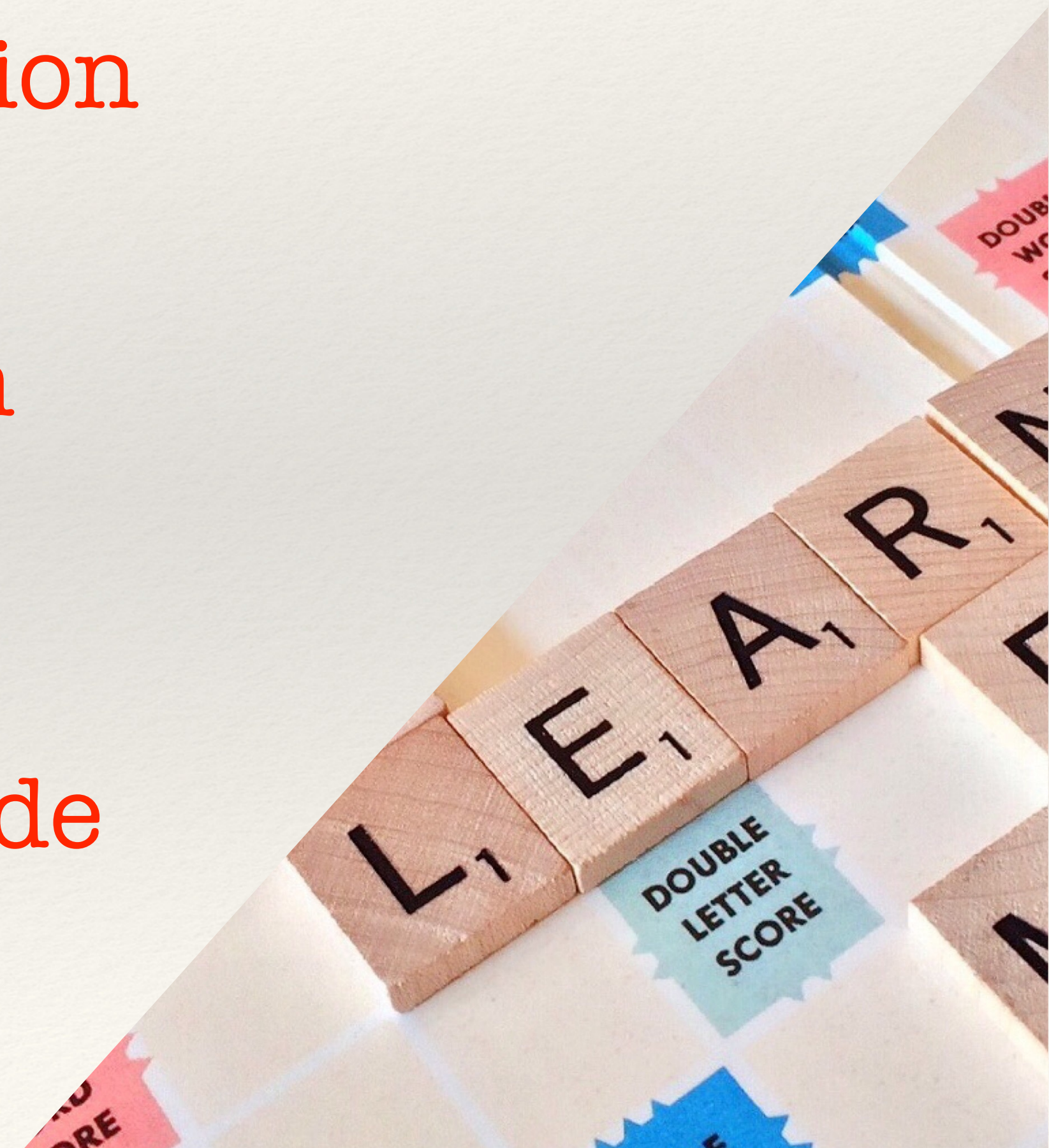
Games above ...



Dominion



Ticket to ride





# Let's start!

---

Spring boot 2

In memory database

UT's and IT's





# Migration Plan

---

1. Set-up dependencies
2. Migrate PoJo's
3. Rewrite unit tests
4. Core logic
5. Configuration





---

# Let's start

---

Code!





# Migration Plan

---

1. Set-up dependencies
2. Migrate PoJo's
3. Rewrite unit tests
4. Core logic
5. Configuration













---

# Thank you!

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Repo of the demo:

<https://github.com/PaulienVa/java-2-kotlin>

