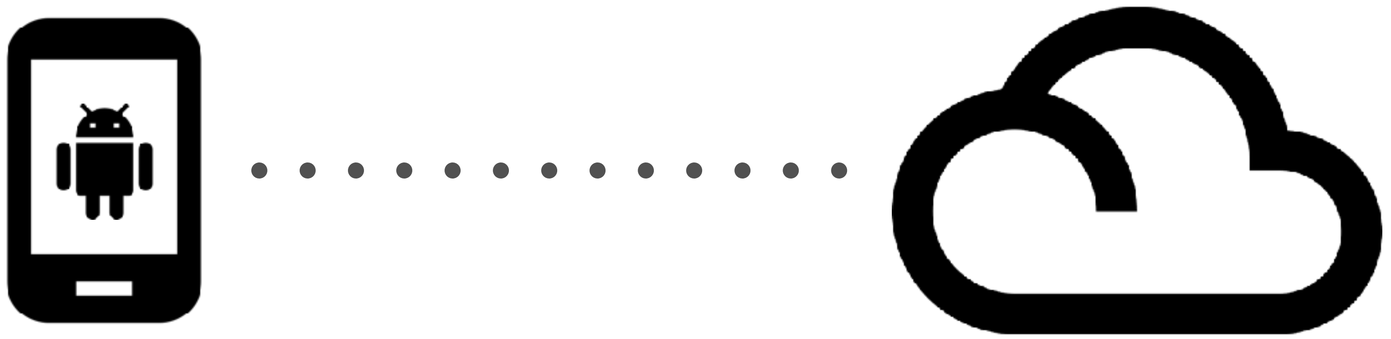
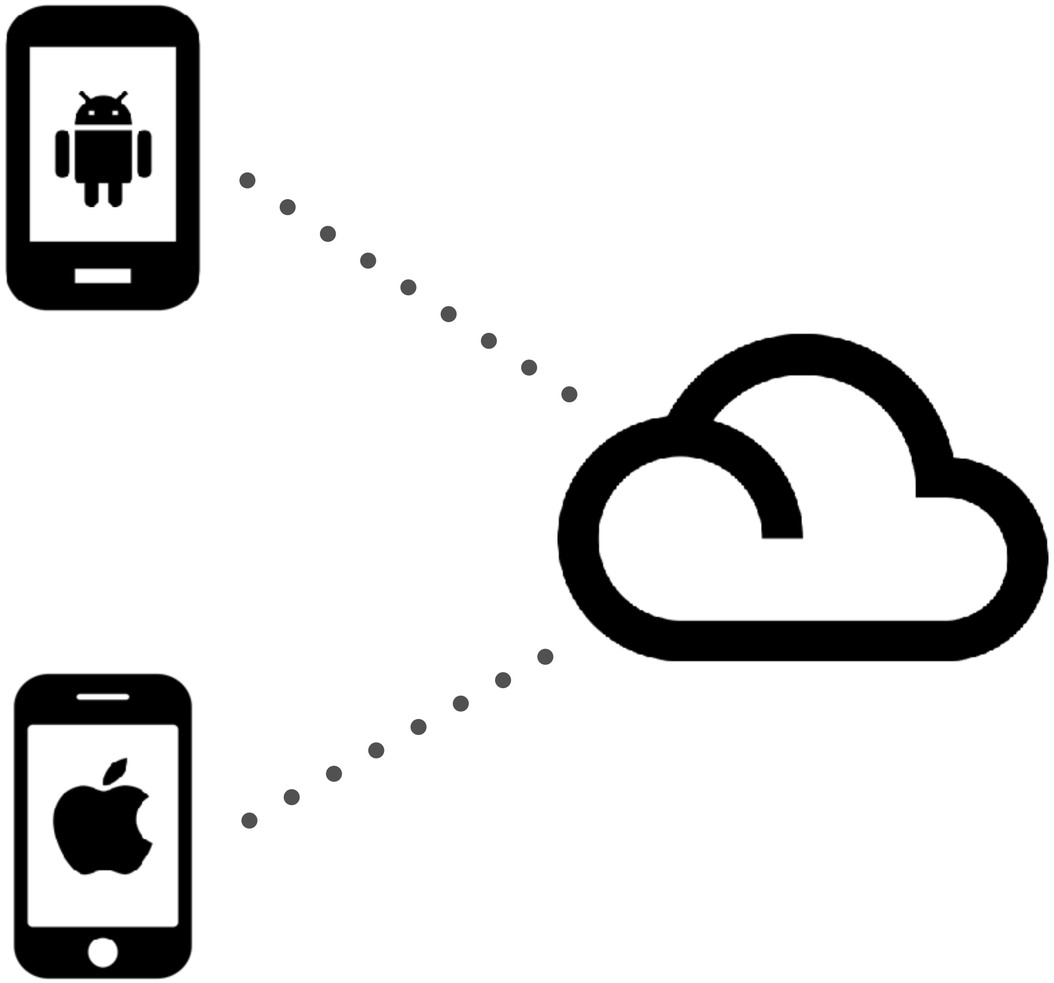
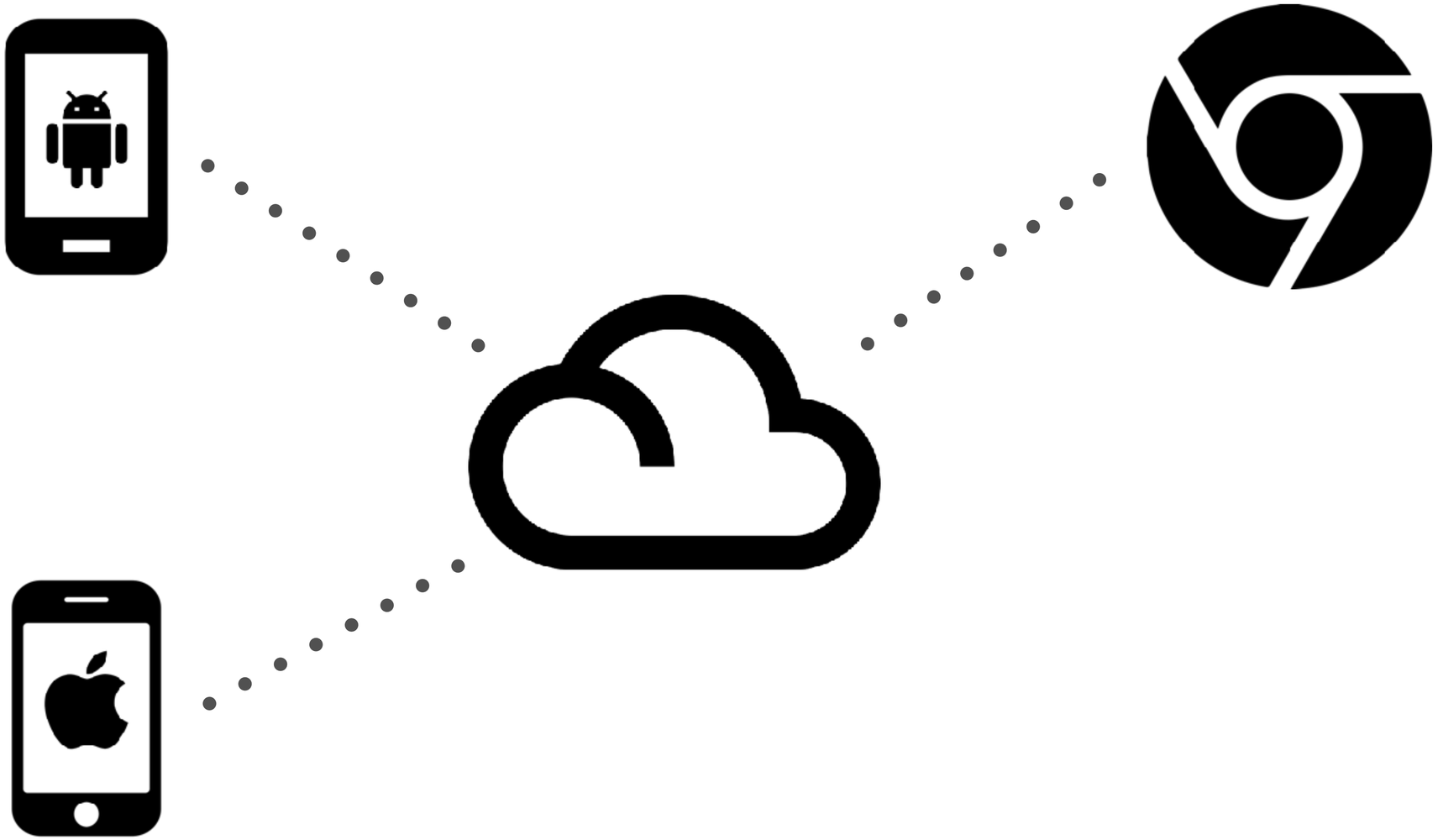
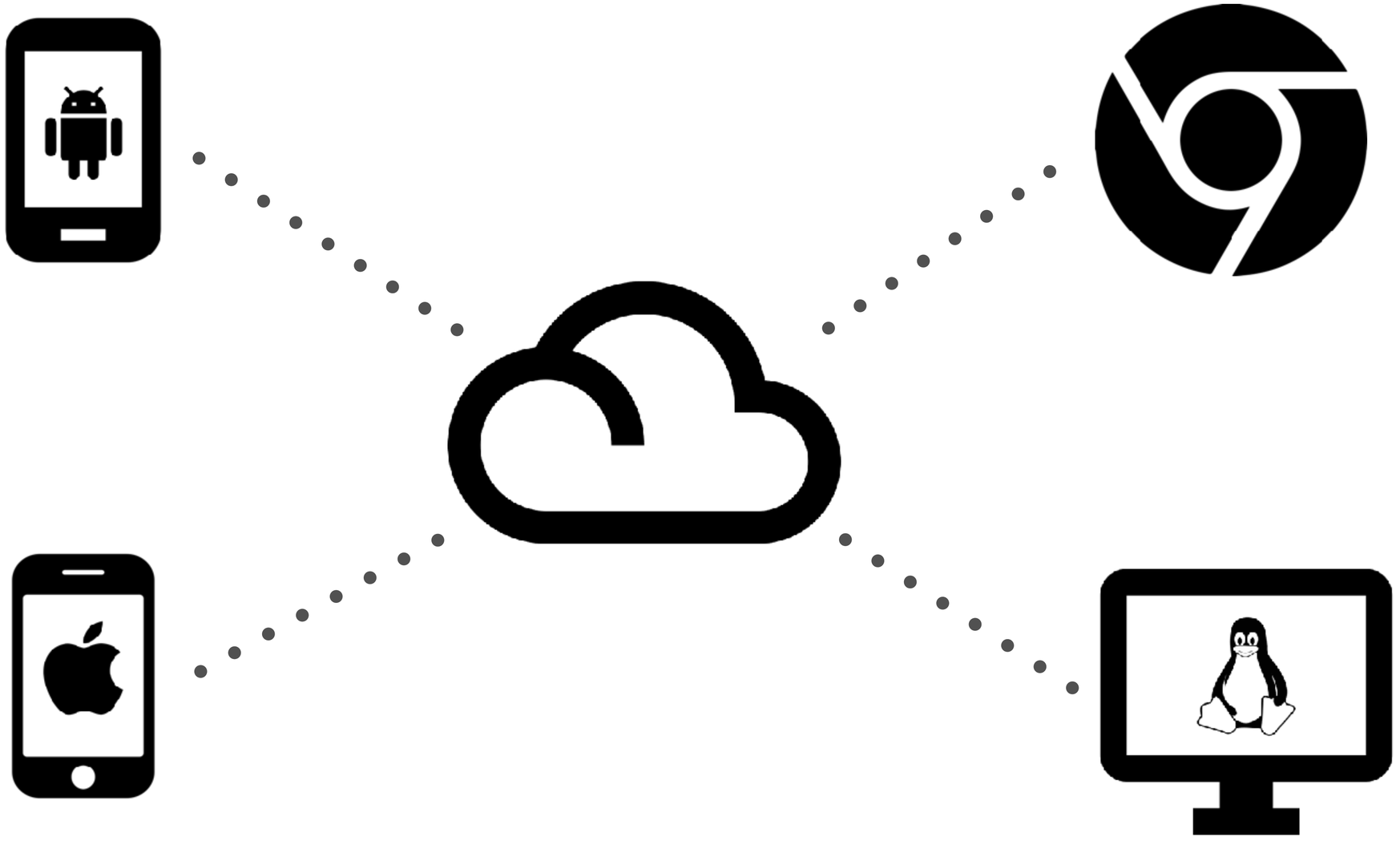
Building Multiplatform Projects with Kotlin

Sergey Ryabov









WRITE ONCE, RUN EVERYWHERE!

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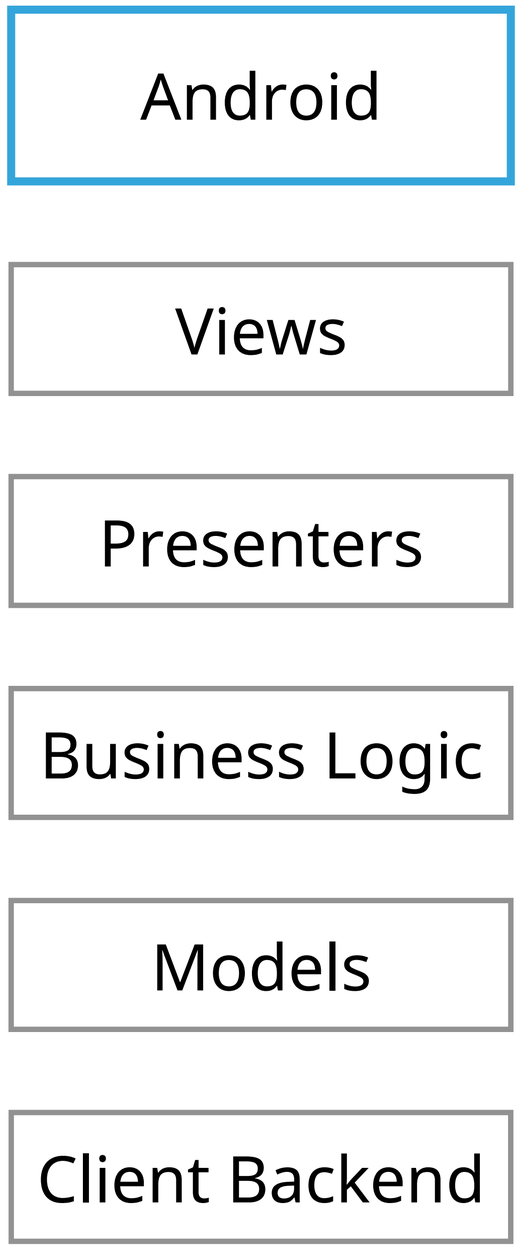
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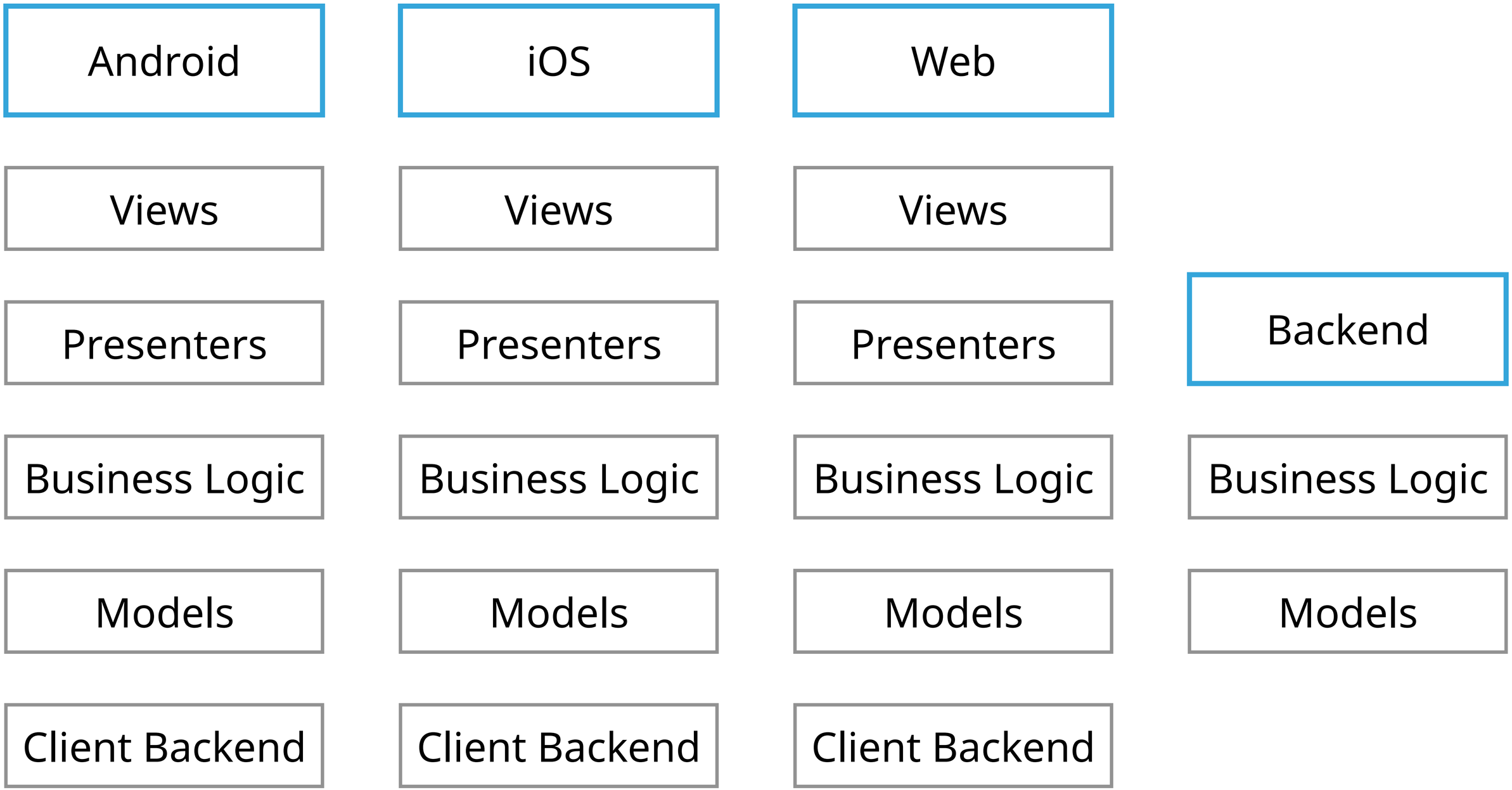
Client Backend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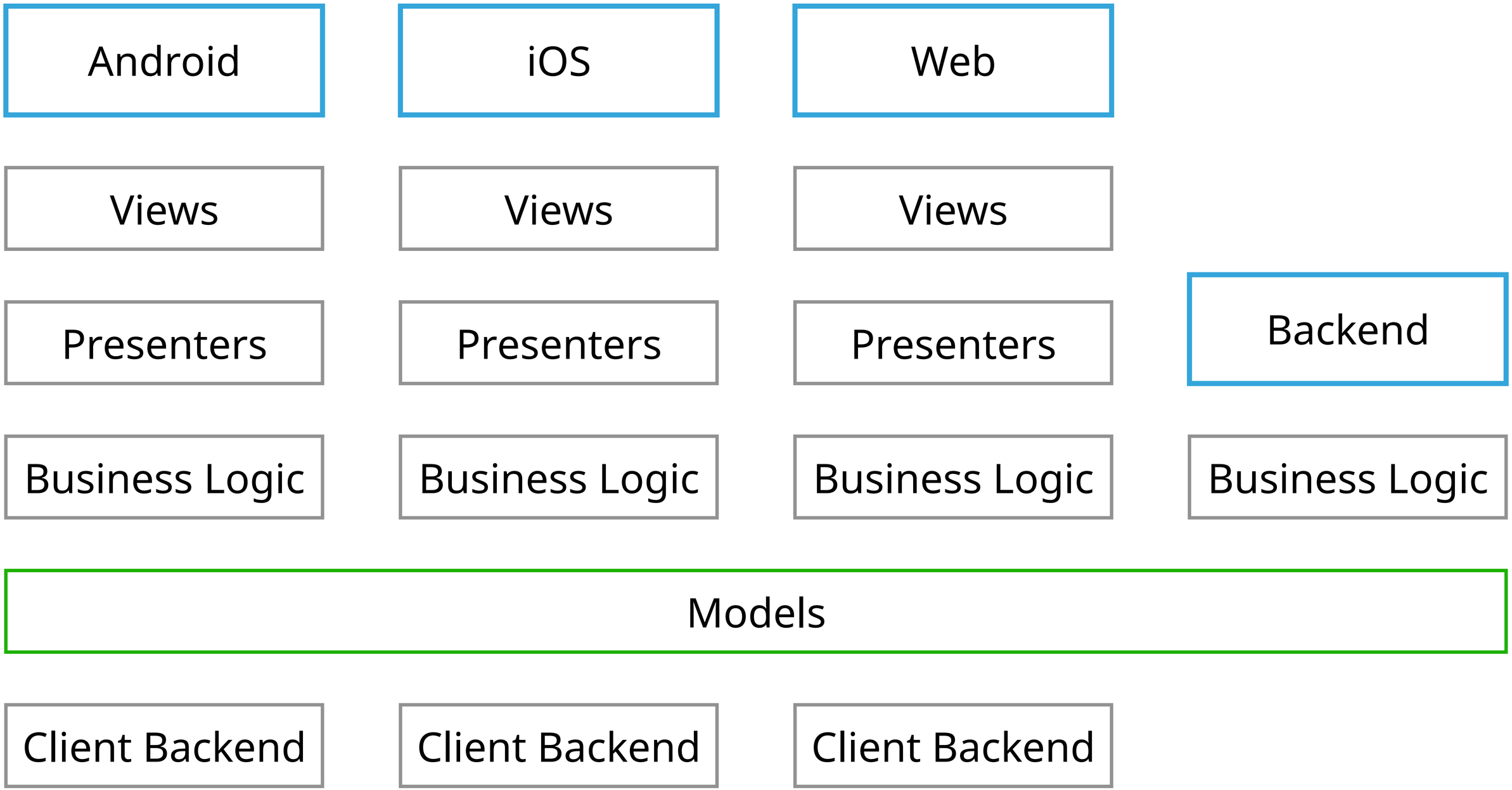
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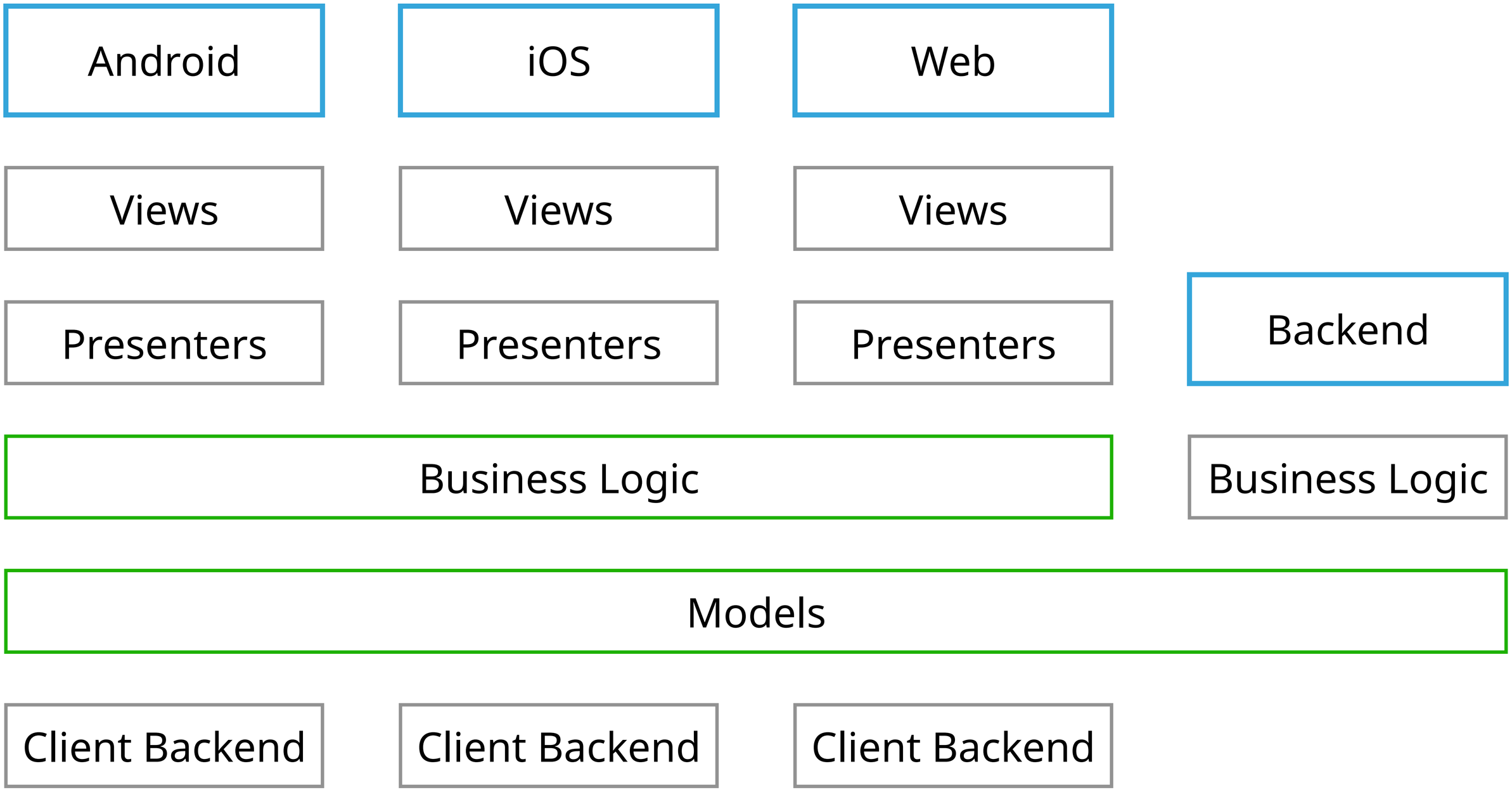
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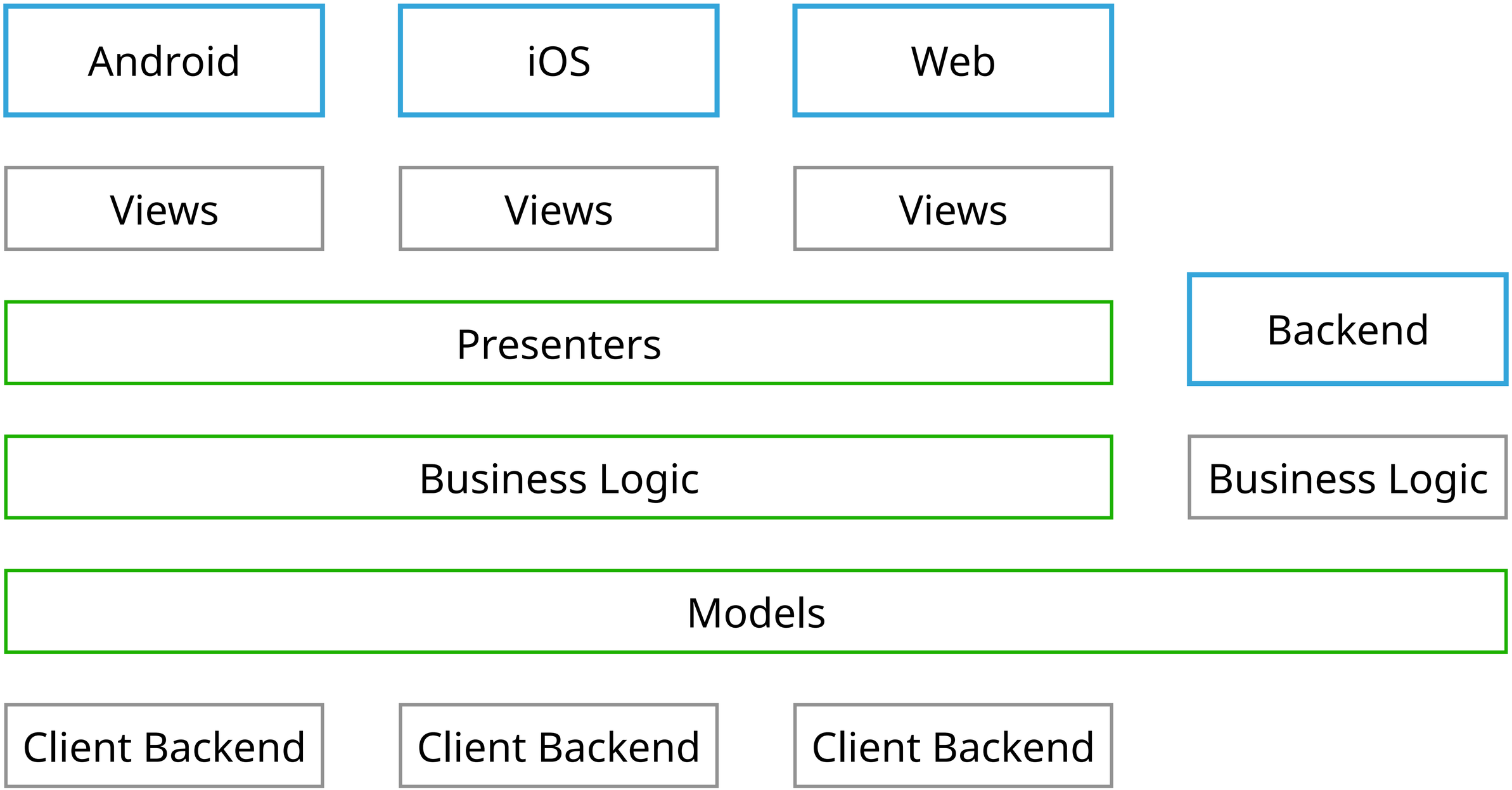
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Jul 2018 - **Kotlin Native 0.8**: kotlin-stdlib sync with JVM/JS

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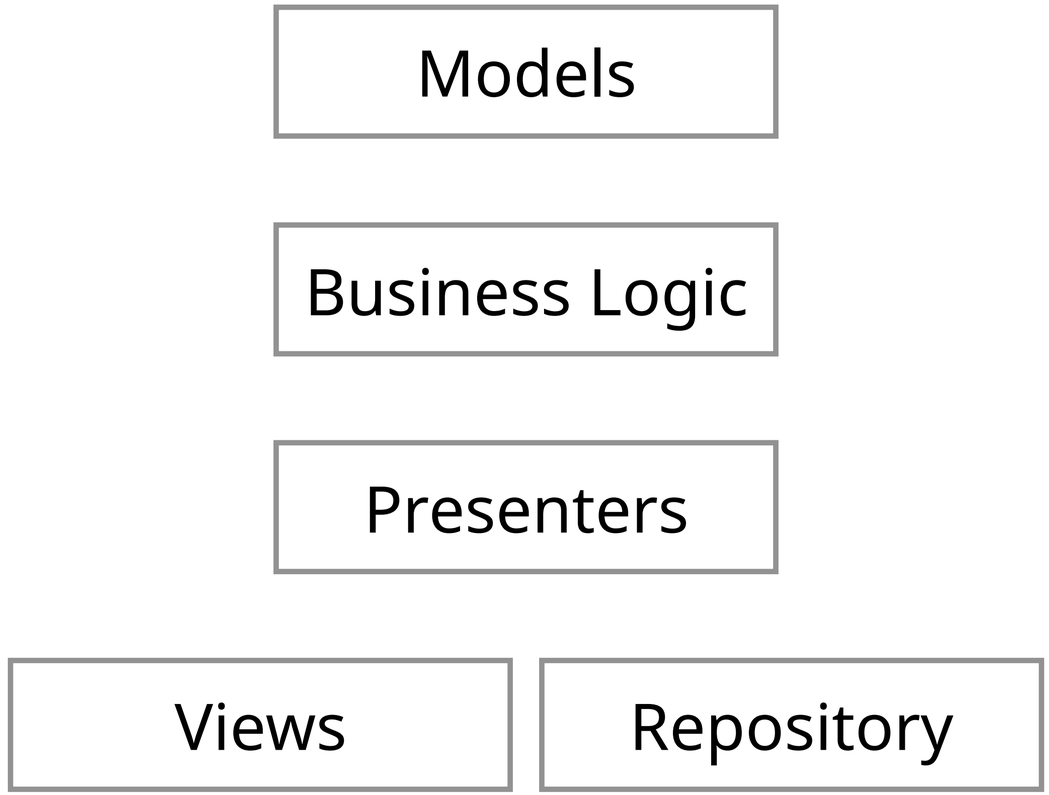
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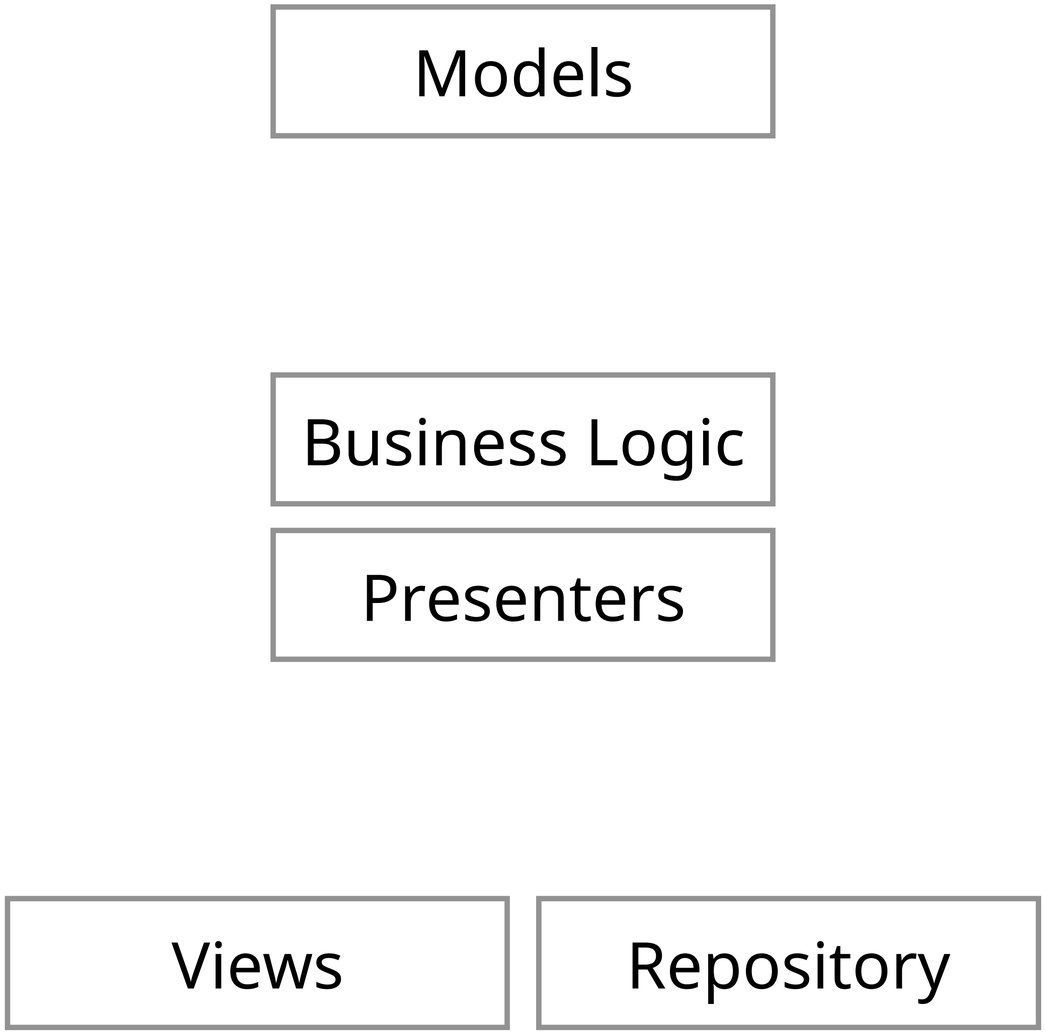
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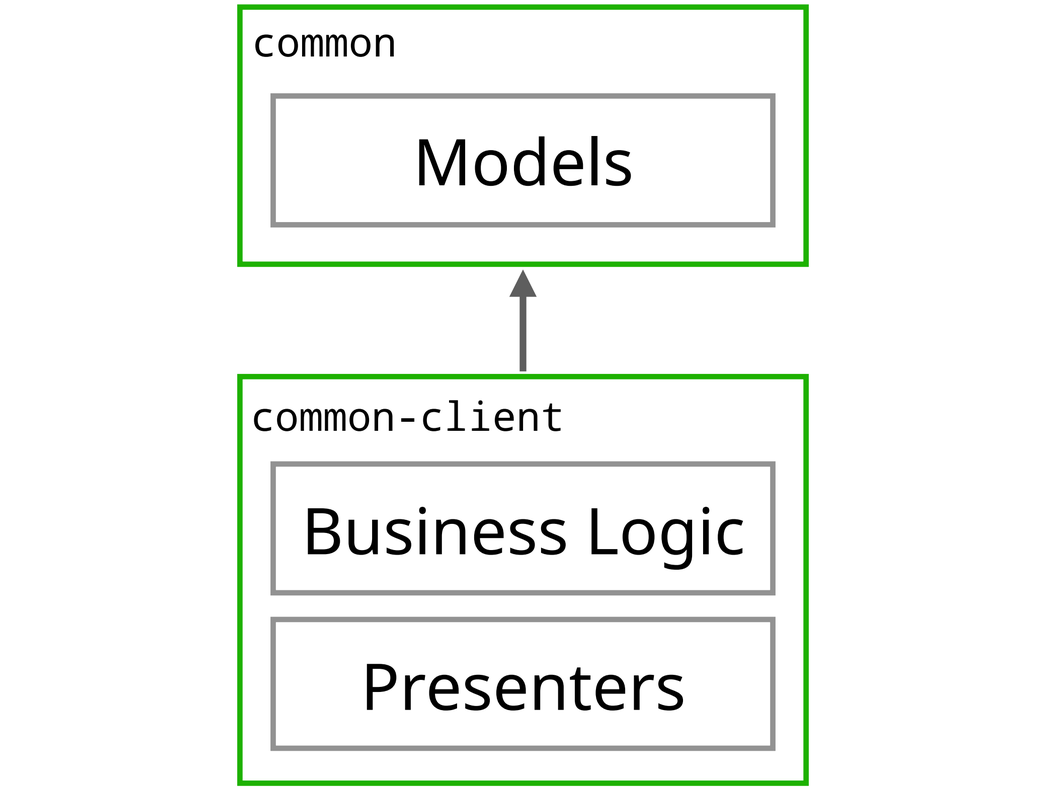

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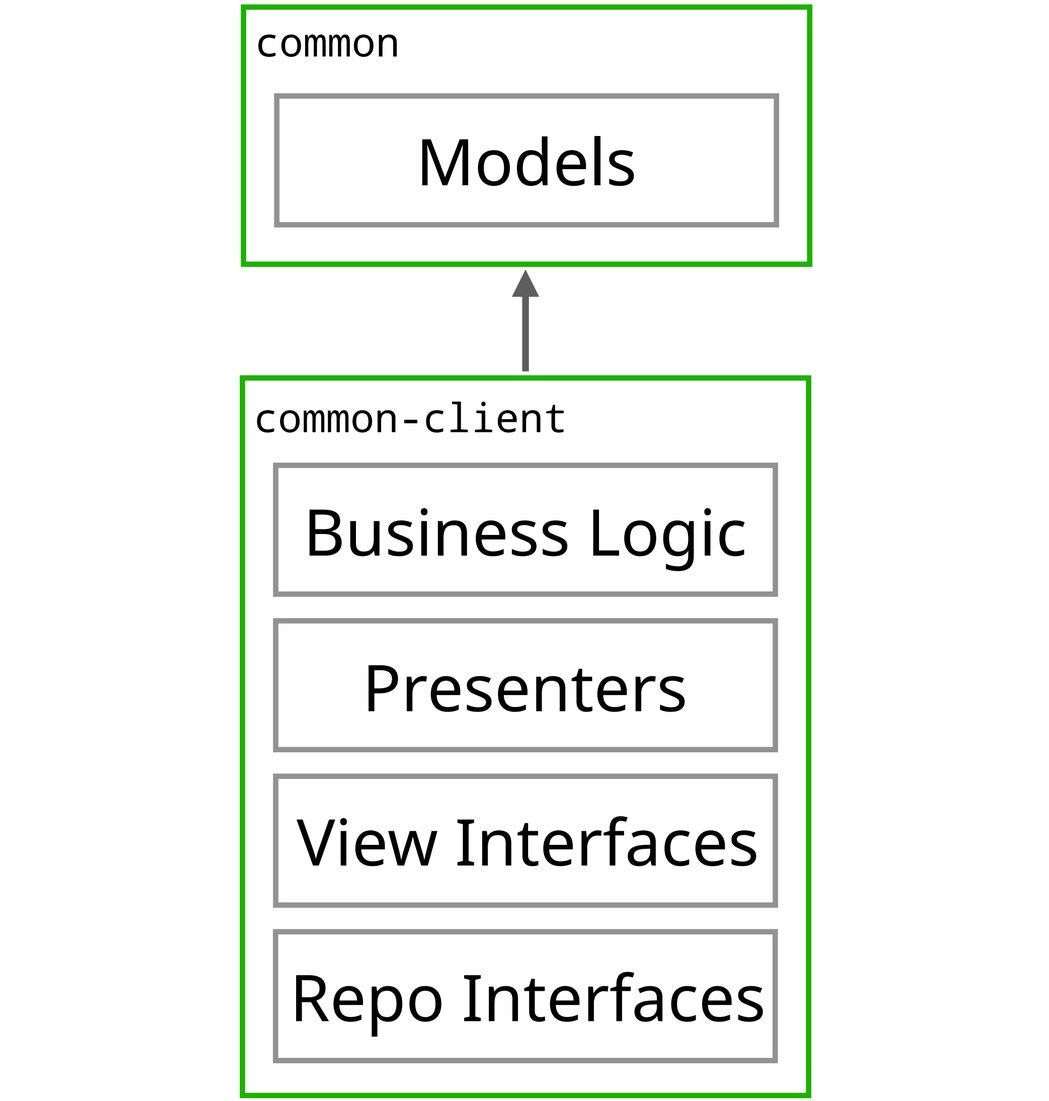

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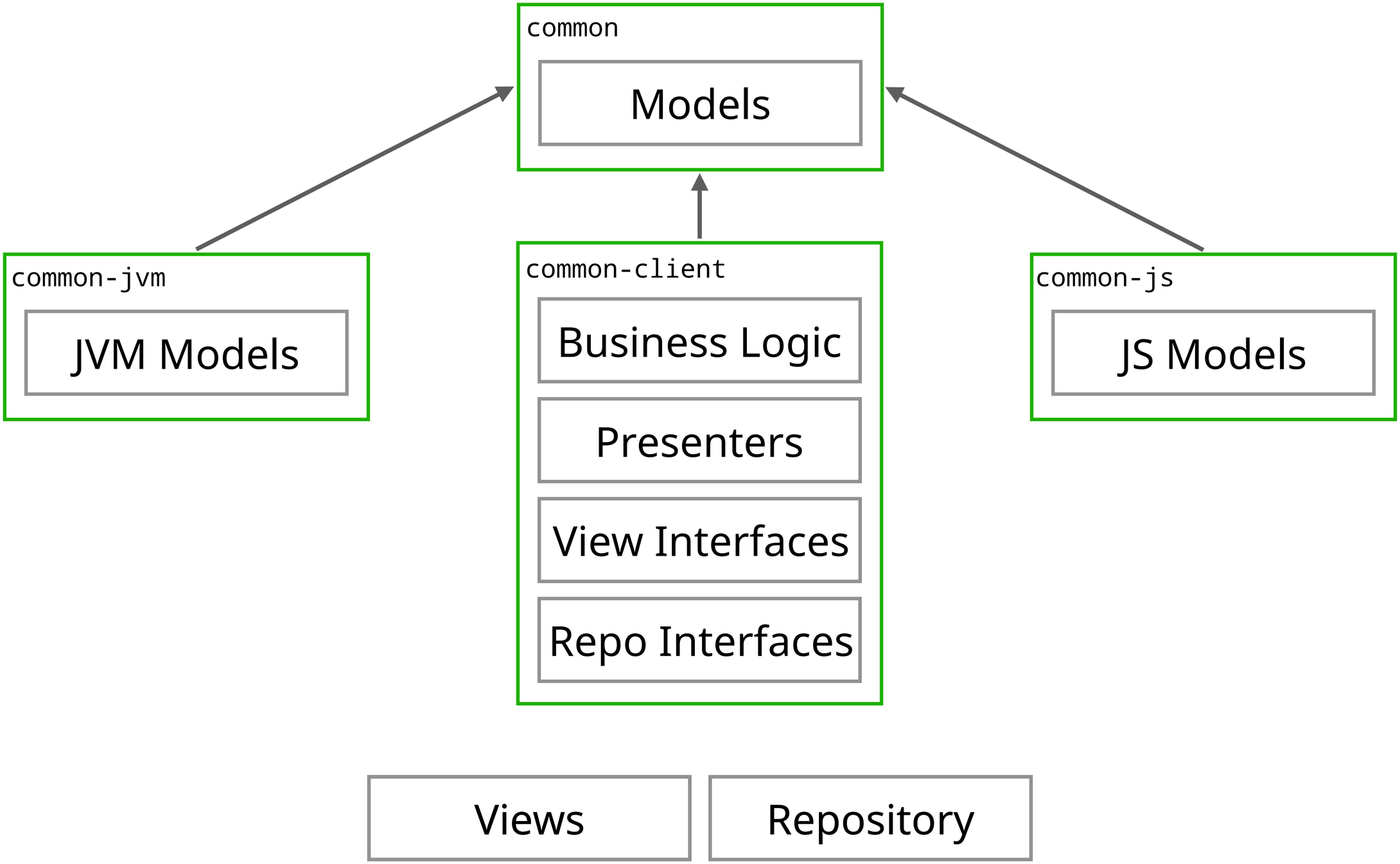
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JVM Models
common-client
Business Logic
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View Interfaces
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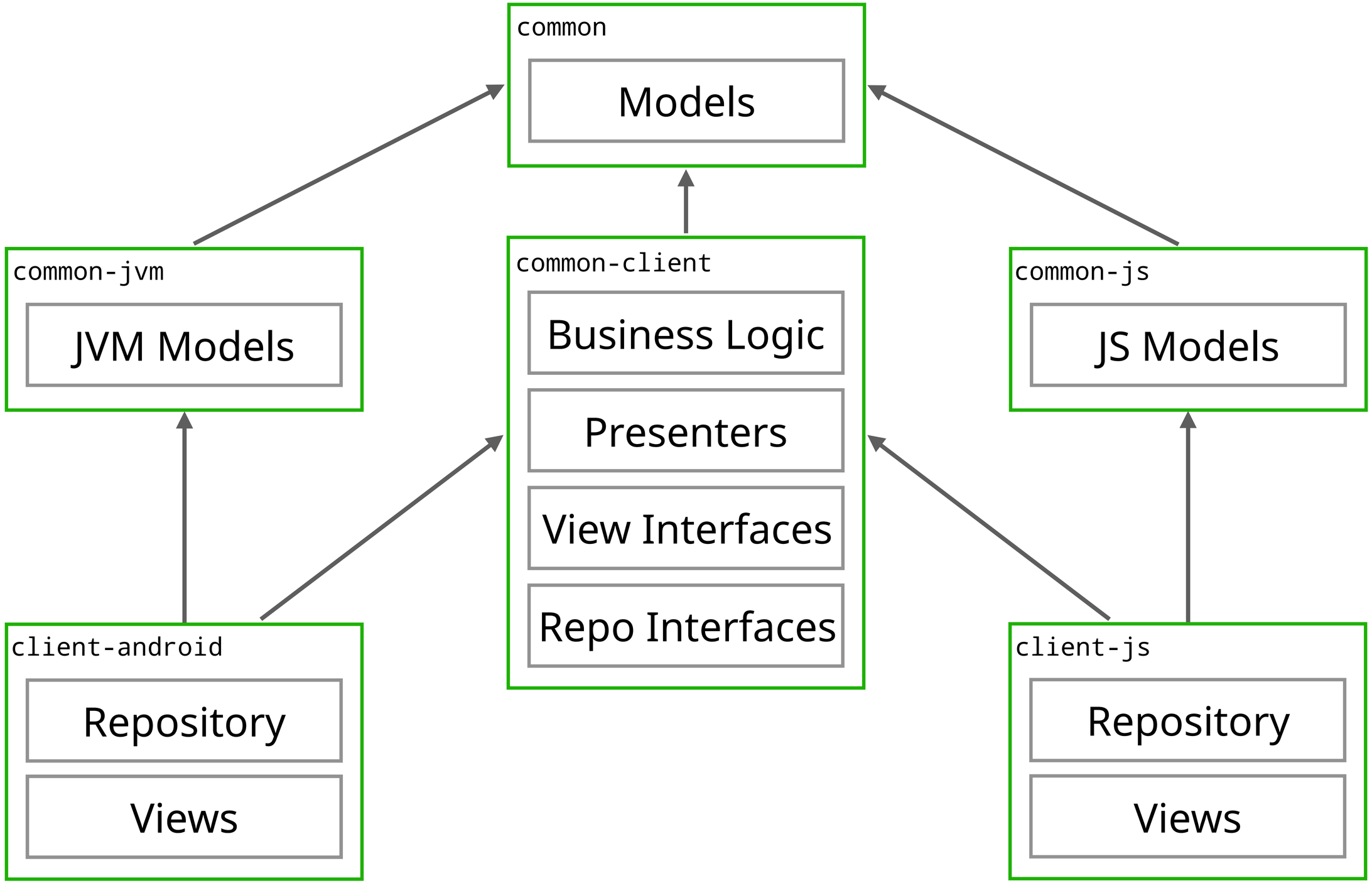
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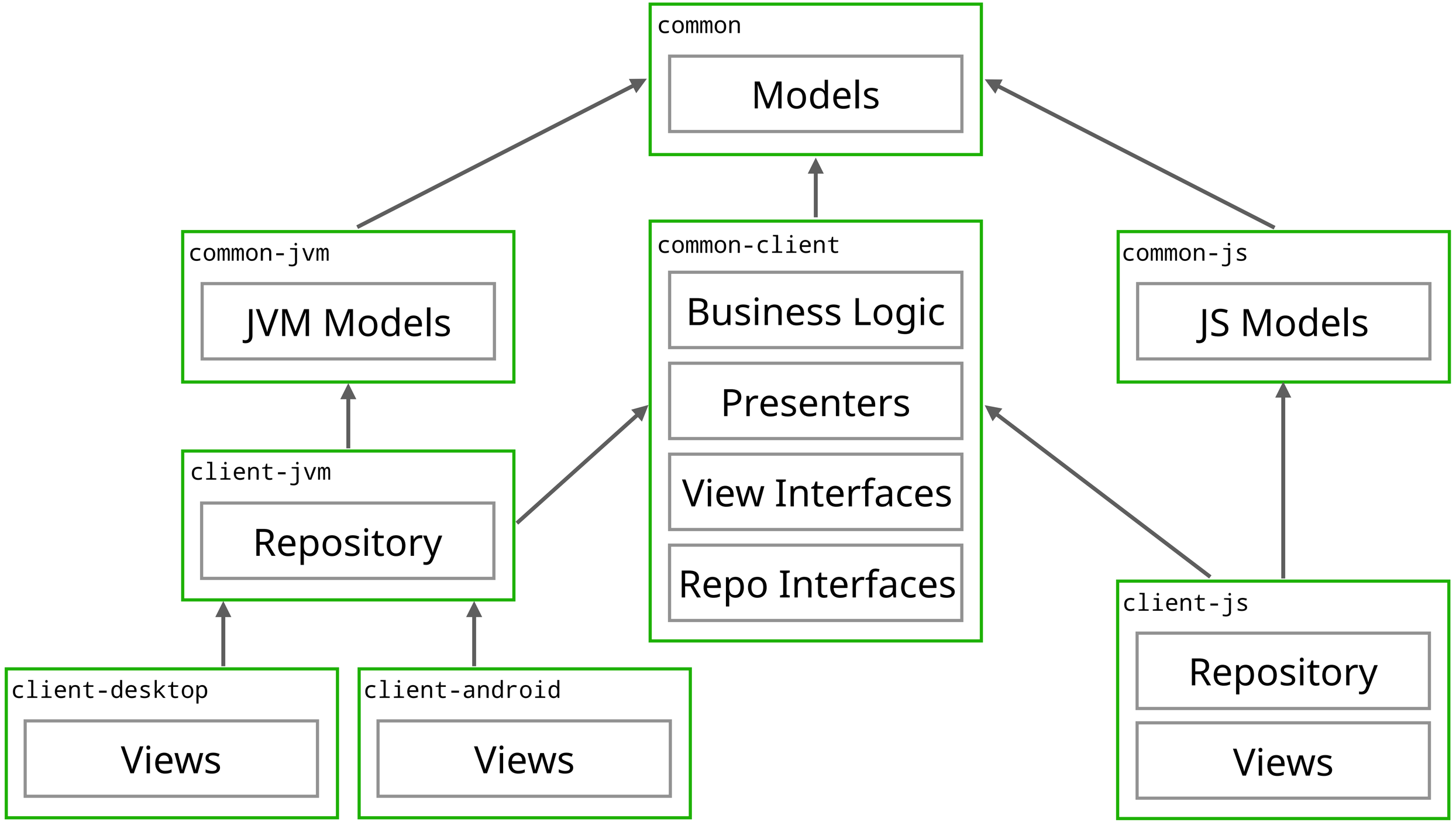
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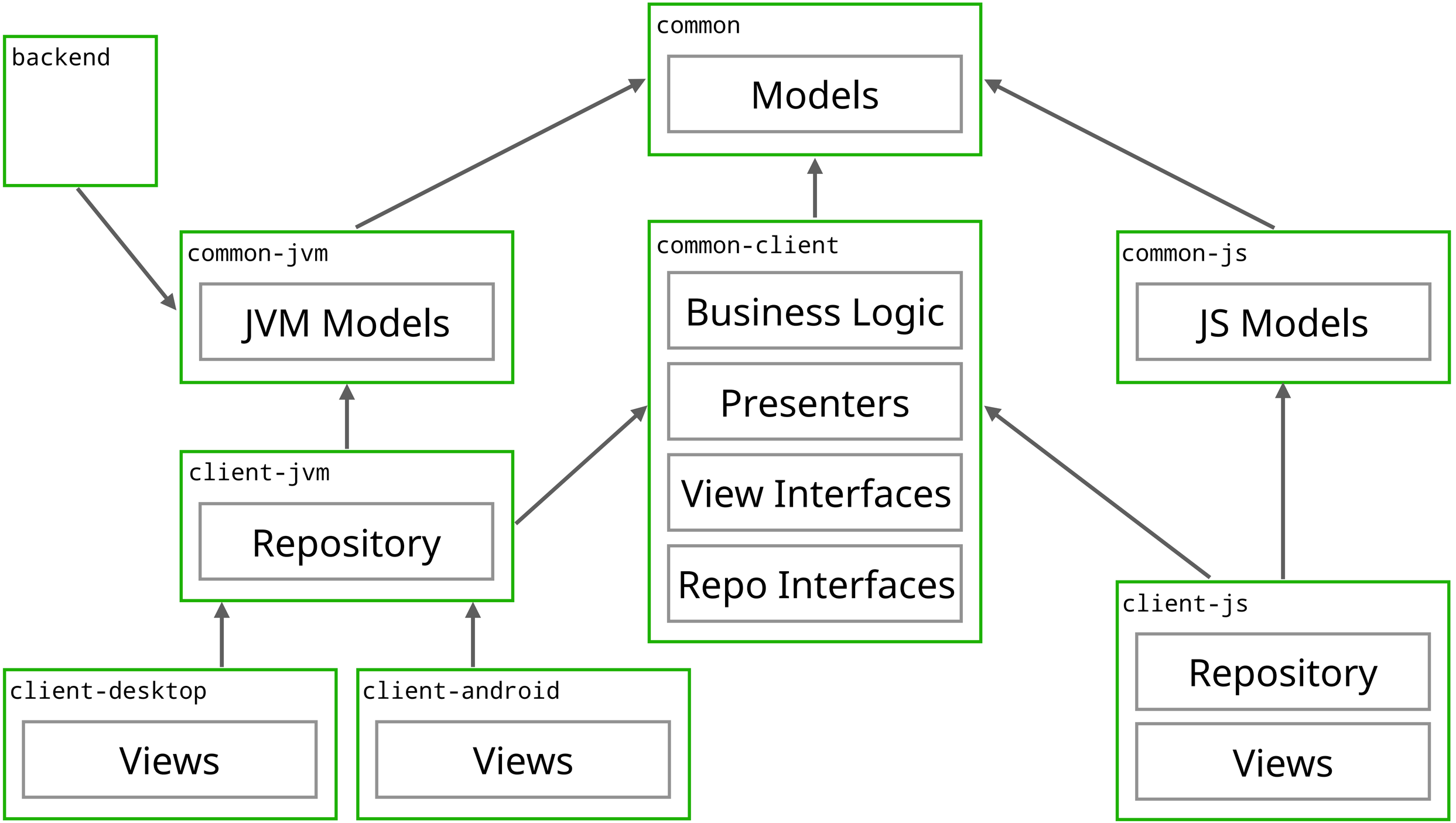
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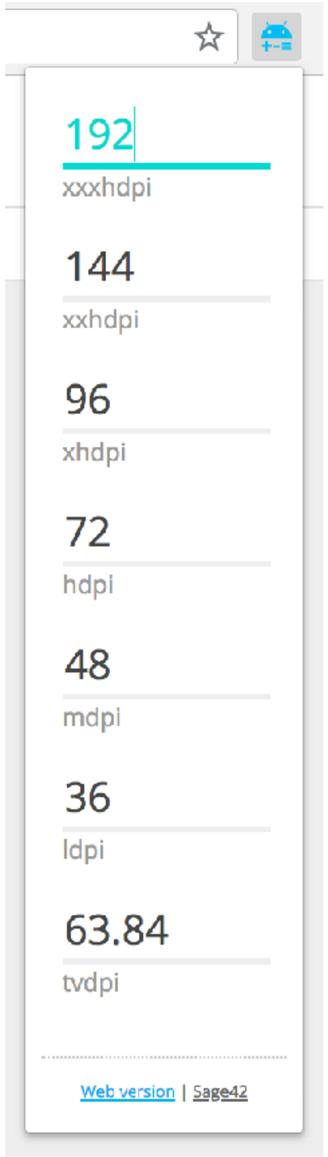

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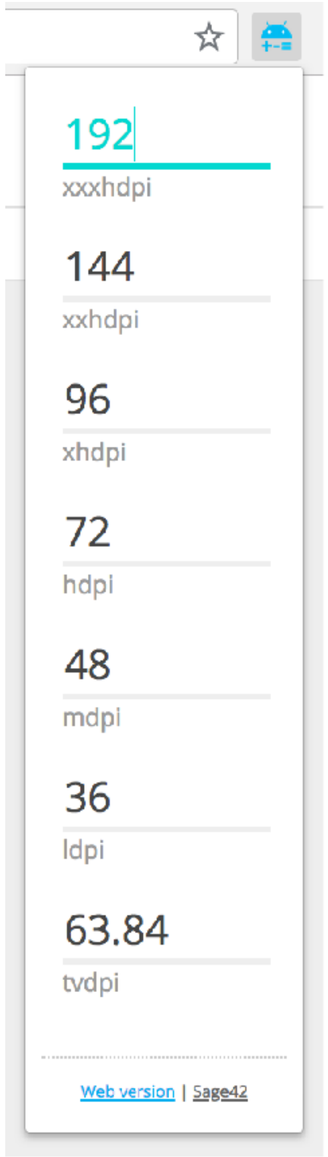

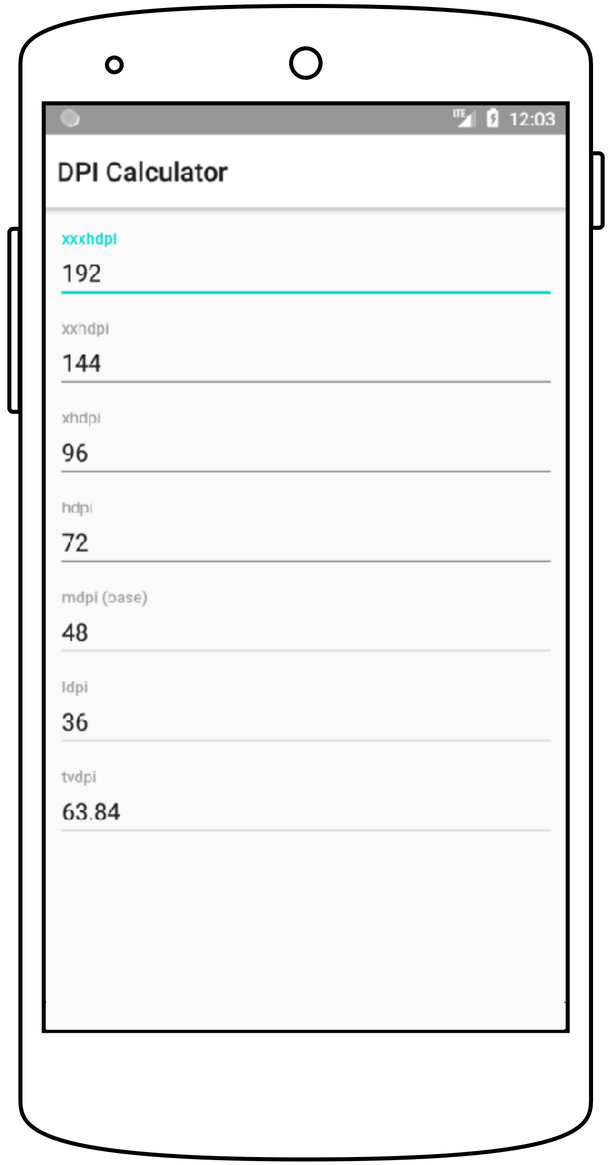

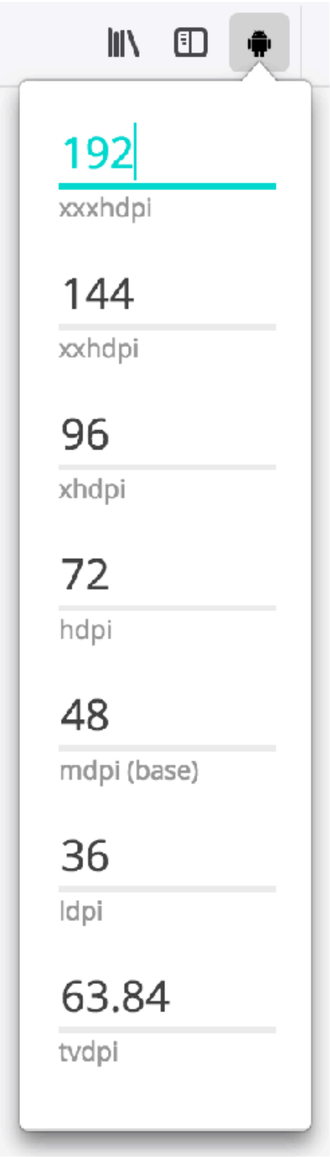

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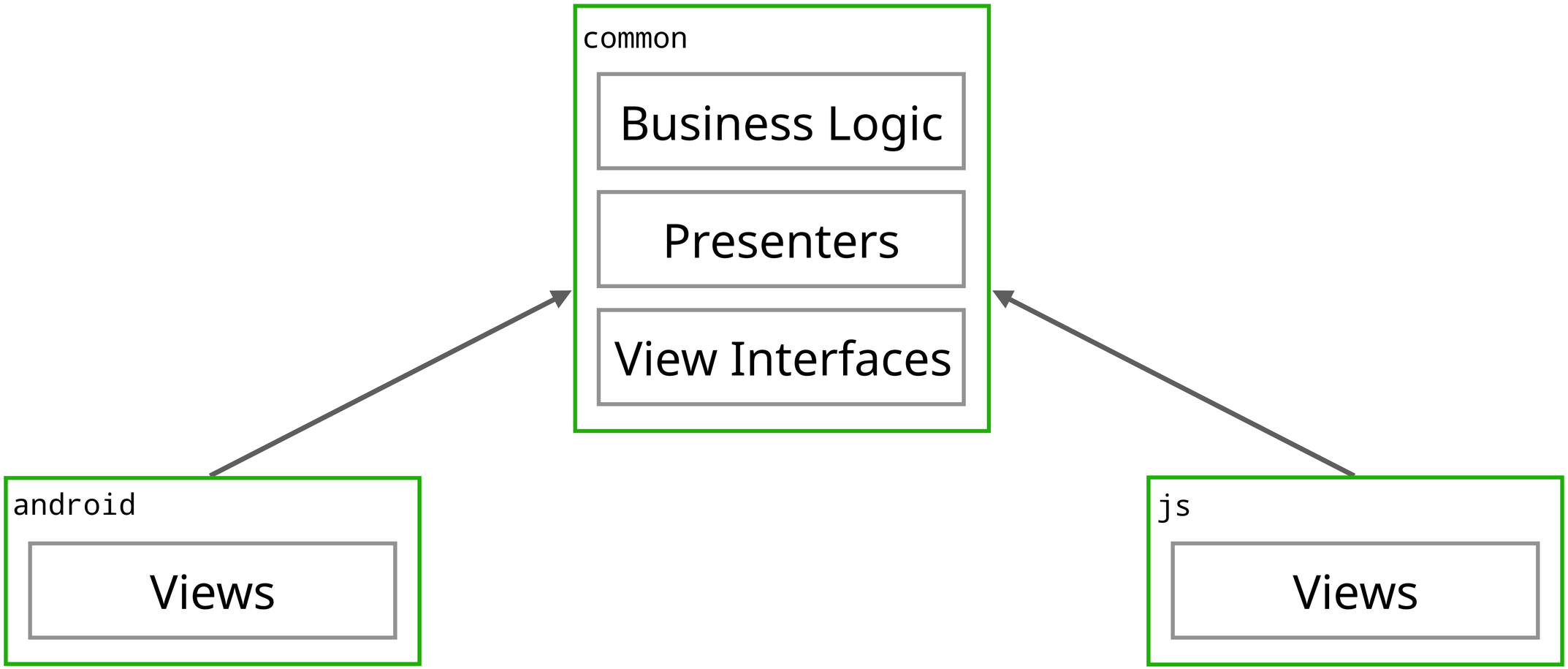

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    - No reuse for multiplatform (yet)

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- Catching up Kotlin/Native with other platforms
- Increasing common libs count
  - kotlin.test
  - kotlinx.html
  - kotlinx.serialization
  - kotlinx.coroutines
  - kotlinx.io
  - SQLDelight
  - ...

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- Write every part of the app in one language (optional)

LINKS

- Code from the talk
  https://goo.gl/VYgHmr

- Serialization support for Kotlin/Native
  https://github.com/Kotlin/kotlinx.serialization/issues/86

- Channels support for Kotlin/Native
  https://github.com/Kotlin/kotlinx.coroutines/issues/462

- New Multiplatform configuration approach
  https://youtrack.jetbrains.com/issue/KT-23930

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