

Kotlin 很简单，
一起来学习吧！

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Kotlin 学习经验分享

- 为什么会想要学 Kotlin ?
- 花多少时间学会 Kotlin ?
- 做 Kotlin 开发有多长的时间 ?

语言转换经验

- 写 Android 时为什么选择 Kotlin 而不是 Java ?
- 从 Java 转到 Kotlin 经验如何 ?

给新手的学习建议

- 会推荐哪些学习材料给 Kotlin 的新手？
- 给 Kotlin 新手的学习建议？



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Kotlin Basics

23 projects 4 months if study 1 hour per day

Want to get a taste of programming with a cutting-edge developer language? Try Kotlin, a modern cross-platform language combining functional and object-oriented programming features.

29K already learning ★ 4.6

Kotlin Developer

27 projects 5 months if study 1 hour per day

You must be already familiar with the advantages of Kotlin and the wide opportunities it offers for back-end, front-end, as well as Android app development. If you want to be a part of the vast community of developers around the globe who opt for this low-

1K already learning ★ 4.5

First Glance at Android

14 projects 3 months if study 1 hour per day

You already know some Kotlin and want to try your hand at creating Android applications? Choose the First Glance at Android track and start working with the most popular mobile OS platform in the

Version control Simple Tic-Tac-Toe MainKt

Course Simple Tic-Tac-Toe Simple Tic-Tac-Toe 2 tictactoe Main.kt

```
1 package tictactoe
2
3 fun main() {
4     val input:String = readln()
5     println("-----")
6     input.toCharArray(0, 9) CharArray
7         .asList() List<Char>
8         .chunked(size: 3) List<List<Char>>
9         .forEach { it: List<Char>
10             println("| ${it[0]} ${it[1]} ${it[2]} |")
11         }
12     println("-----")
13 }
```

Description Topics Submissions

Stage 2/5: The user is the gamemaster

Description

Our program should be able to display the grid at all stages of the game. Now we're going to write a program that allows the user to enter a string representing the game state and correctly prints the 3x3 game grid based on this input. We'll also add some boundaries around the game grid.

Objectives

In this stage, you will write a program that:

1. Reads a string of 9 symbols from the input and displays them to the user in a 3x3 grid. The grid can contain only X, 0 and _ symbols.
2. Outputs a line of dashes ----- above and below the grid, adds a pipe | symbol to the beginning and end of each line of the grid, and adds a space between all characters in the grid.

Examples

Check Next

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Simple Tic-Tac-Toe > Simple Tic-Tac-Toe > task > src > tictactoe > Main.kt > main 10:52 LF UTF-8 4 spaces