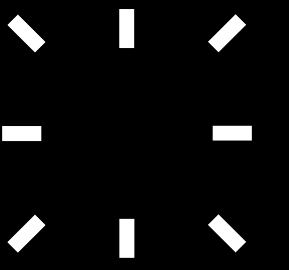


MICROBLINK

See beyond.



Kotlin and The Cool Features We Used

Patrik Durasek

JavaCro²lD

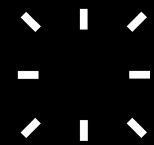
Roadmap

Who am I?

The Features

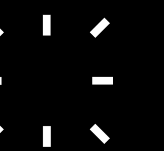
Why Kotlin?

The Issues



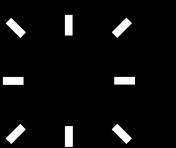
Who Am I

- Patrik Durasek
- Graduated from RIT Croatia
- 4 Years in the Industry



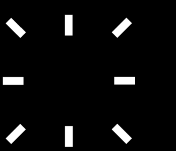
Microblink

- Microblink is an AI company that develops computer vision technology that makes life easier for more than 100 million end-users across the world
- BlinkID is our flagship product
 - BlinkID is an ID scanning software, and it's used in a number of use cases, including bank account opening, identity verification and visitor management
 - Users can either scan their document in real time from camera feed or upload its image from gallery and have the results extracted after a couple of seconds
- We are currently developing a complete identity verification solution



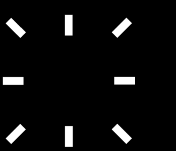
Why Kotlin?

- Less code
- Concise and clear
- Syntactic sugar



The Features

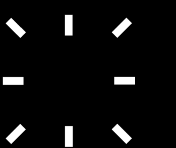
- Data classes
- Null safety
- Default parameters
- Extension Functions
- “Streamless” functions
- Assigning values with conditionals
- Return If
- Coroutines



Data Classes

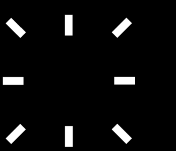
- Reduce the amount of code
- Concise

```
data class IdBarcodeRequest(  
    val image: ImageSource?,  
    val inputString: String?,  
    val ageLimit: Int?  
)
```



Null Safety

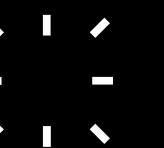
- Variables not nullable by default
- Have to explicitly declare a nullable variable
- Out of the box null checks



Default parameters

- Allows default argument values
- Named Parameters
- Allows named parameters in constructors

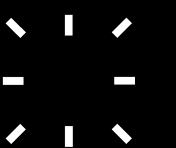
```
return BlinkIdEndpointResponse(  
    traceId = request.traceId,  
    executionId = request.executionId,  
    data = result,  
    startTime = startTime,  
    finishTime = Instant.now()  
)
```



Extension Functions

- Change functions without changing the source code
- Change functionality without having to inherit from the class or use design patterns
- Write new functions for a class from a third-party library that you can't modify

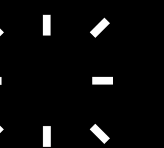
```
fun ByteArray.startsWith(compareTo: ByteArray): Boolean {  
    var i = 0  
    while (i < compareTo.size) {  
        if (this[i] != compareTo[i]) {  
            return false  
        }  
        i++  
    }  
    return true  
}
```



"Streamless" collections

- Collections API
- Filter, map, flatmap, etc.

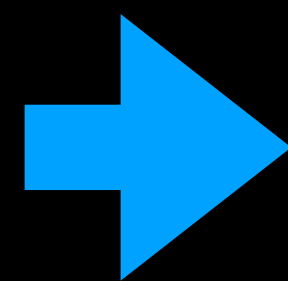
```
val allowedProtocols = inputAllowedProtocols.filter { !it.isNullOrBlank() }
```



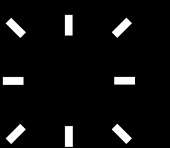
Assigning Values with Conditionals

- "If" is a an expression, not a statement
- Expressions return a value
- Values can be directly assigned to variables

```
Int min = x
if (y < x) {
    min = y
}
```



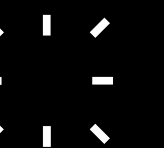
```
val min = if (x < y) x else y
```



Return If

- Expressions can be returned
- Same applies to "try"

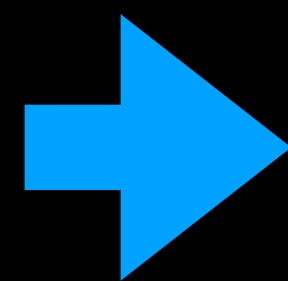
```
return if (type.isCompressed()) {  
    ProcessedCompressedImage(base64ToByteArray(sanitizedBase64String), imageMetadataBuilder.build())  
} else {  
    throw IllegalStateException("Unhandled image type")  
}
```



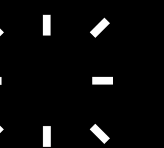
Coroutines

- Write asynchronous or non-blocking code
- Managed by the user
- Can be suspended

```
fun sendRequest(): Int {  
    /* do some heavy work */  
    return 1;  
}
```



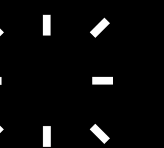
```
suspend fun sendRequest(): Int {  
    /* do some heavy work */  
    return 1;  
}
```



Coroutines Cont'd

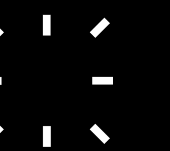
- Dispatchers
 - Default
 - IO
 - Unconfined

```
open fun processImage(frontImage: UnprocessedImage, backImage: UnprocessedImage?):  
    ProcessedImagePair {  
    log.debug("Processing image pair")  
    return runBlocking(Dispatchers.IO + MDCContext()) {  
        val jobFrontImage =  
            async {  
                imageProcessingService.processSingleImage(  
                    frontImage  
                )  
            }  
        val jobBackImage = backImage?.let {  
            async {  
                imageProcessingService.processSingleImage(  
                    backImage  
                )  
            }  
        }  
        ProcessedImagePair(jobFrontImage.await(), jobBackImage?.await())  
    }  
}
```



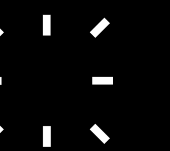
Issues We Faced

- GraalVM
- MapStruct



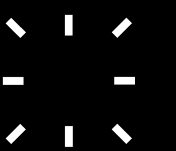
GraalVM

- Issues with kotlin-reflect
- Requires a lot of reflection configuration



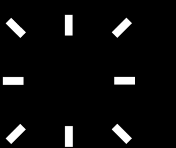
MapStruct

- Decorators not working when combined with Micronaut
- Inheritance differences when porting from Java

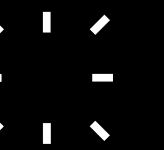


Conclusion

- We like it!
- Better code readability
- Easier code maintenance due to less code
- Compatible with popular frameworks



Questions?



Thank You!

