

# Kotlin/Wasm 的探索之路



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QCon Beijing 2024 (4.11)







# 极客邦科技 2024 年会议规划

促进软件开发及相关领域知识与创新的传播



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# 本日话题

- Kotlin/Wasm 技术背景
- Kotlin/Wasm 技术演示
- 发展现状及成果
- 展望未来
- 学习材料



NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly  
NOT WASM, but wasm | Wasm | WebAssembly



Matt Groening



NOT WASM  
NOT WASM  
NOT WASM  
NOT WASM



WebAssembly code is also intended to be easy to inspect and debug, especially in en but such features are beyond the scope of this specification.

- [1] A contraction of “WebAssembly”, not an acronym, hence not using all-caps.
- [2] No program can break WebAssembly’s memory model. Of course, it cannot gua compiling to WebAssembly does not corrupt its own memory layout, e.g. inside





# 技术背景

- 简介 Kotlin 语言
- WebAssembly 的潜力
- 简介 Kotlin/Wasm 项目



# Kotlin

- 空安全
- 静态类型
- 语法简洁且富有表现力
- 支持多平台开发
- 务实且实用
- “乐趣”无穷的开发体验

(使用 `fun` 关键字声明函式)

由

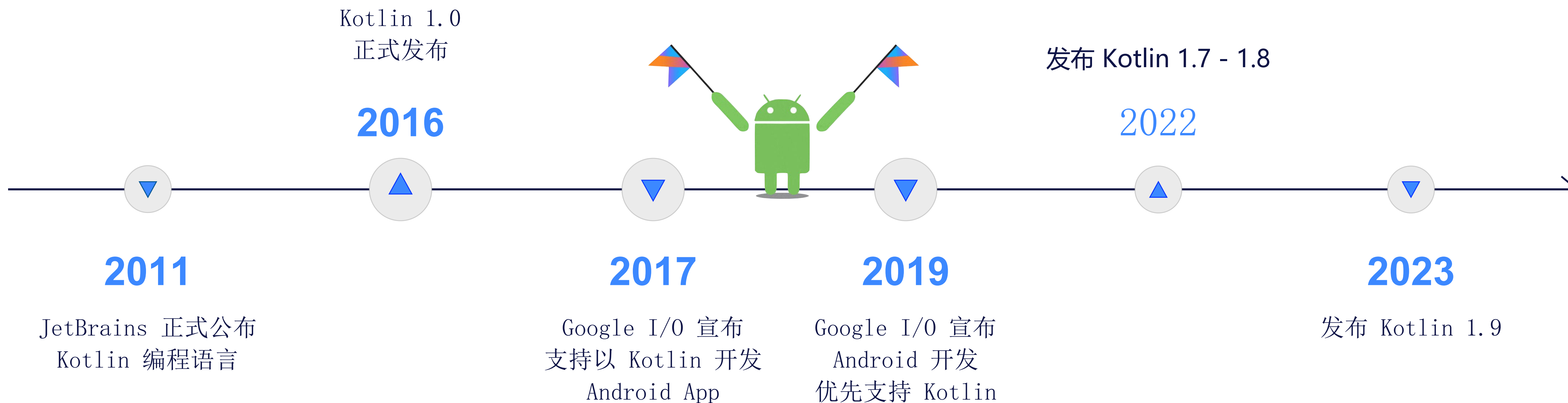


研发的编程语言

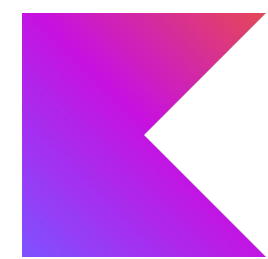




# 发展时间线

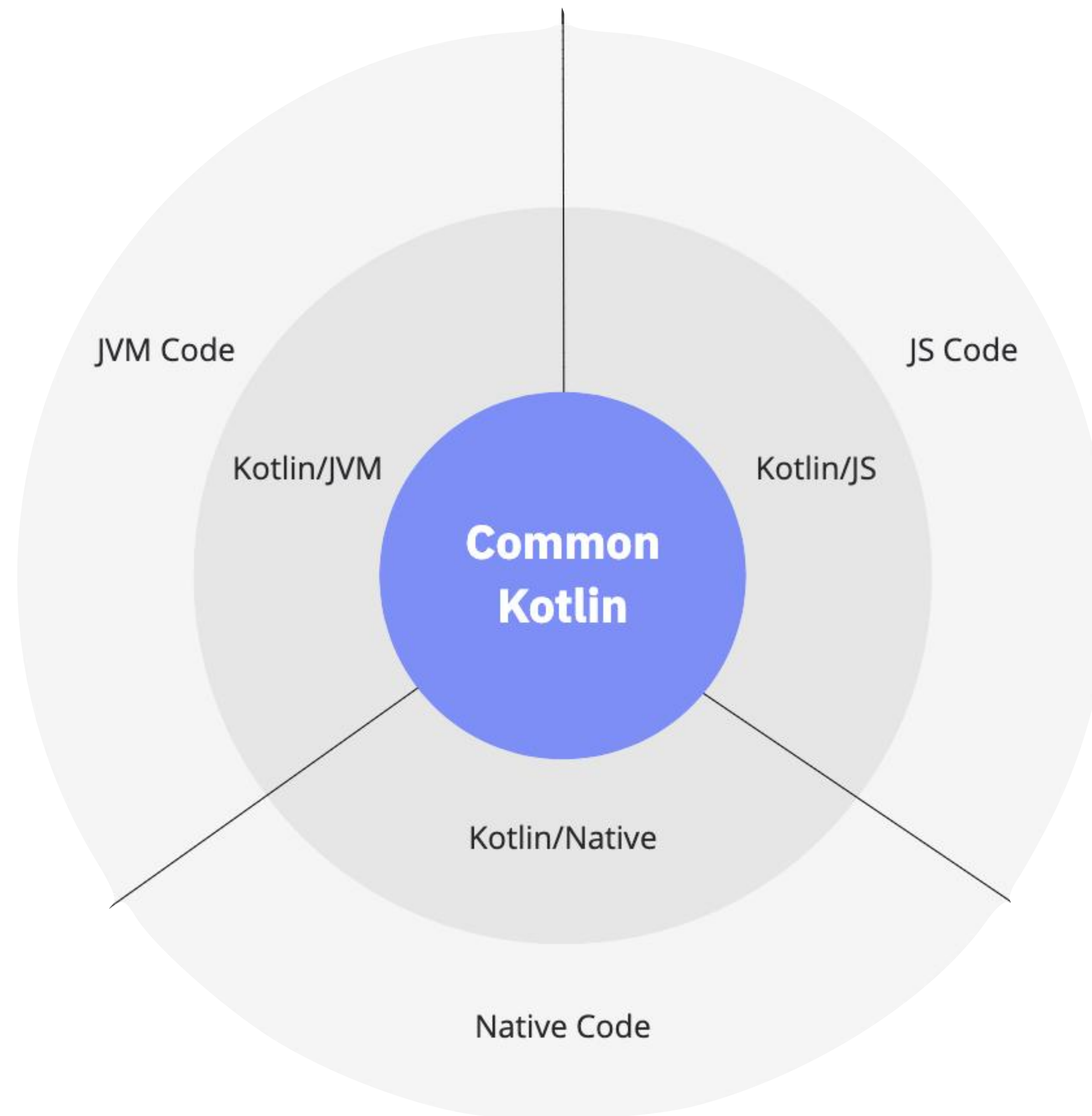




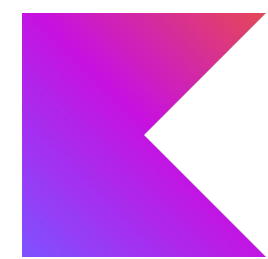


# 架构与工具链

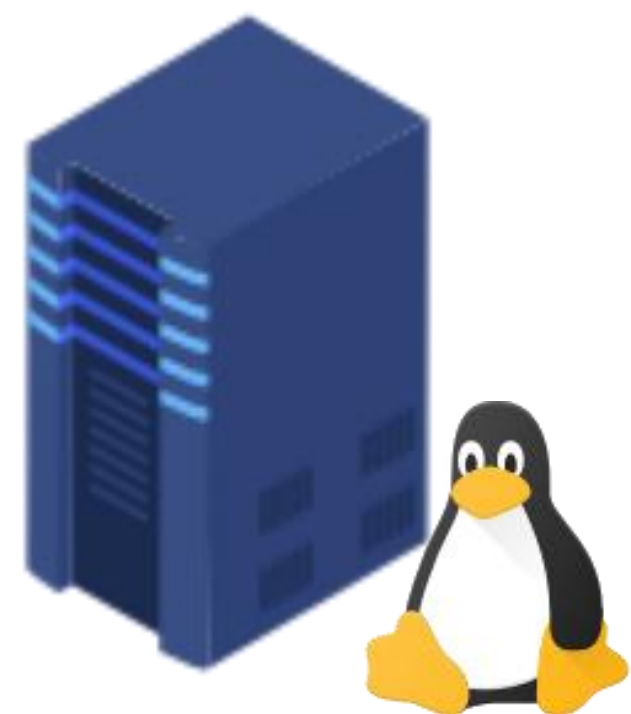
- 编译器 (预计于 2024 年发布新版 K2 编译器)
- 多平台发布
- 支持编译器插件
- JVM 生态工具链







# 多平台开发



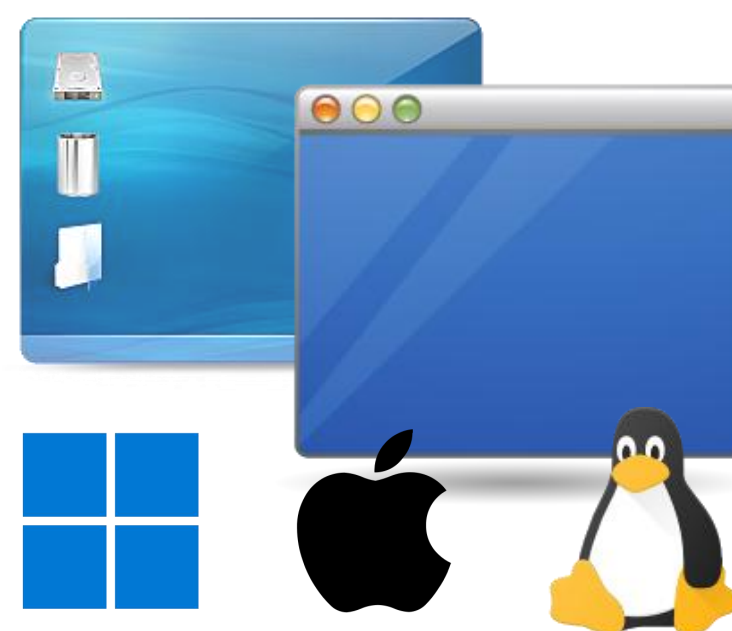
Server

Kotlin/JVM



Web

Kotlin/J  
Kotlin<sup>S</sup>/Wasm



Desktop

Kotlin/JVM



Android

Kotlin/JVM



iOS

Kotlin/Native





# 广泛采用



移动端



后端

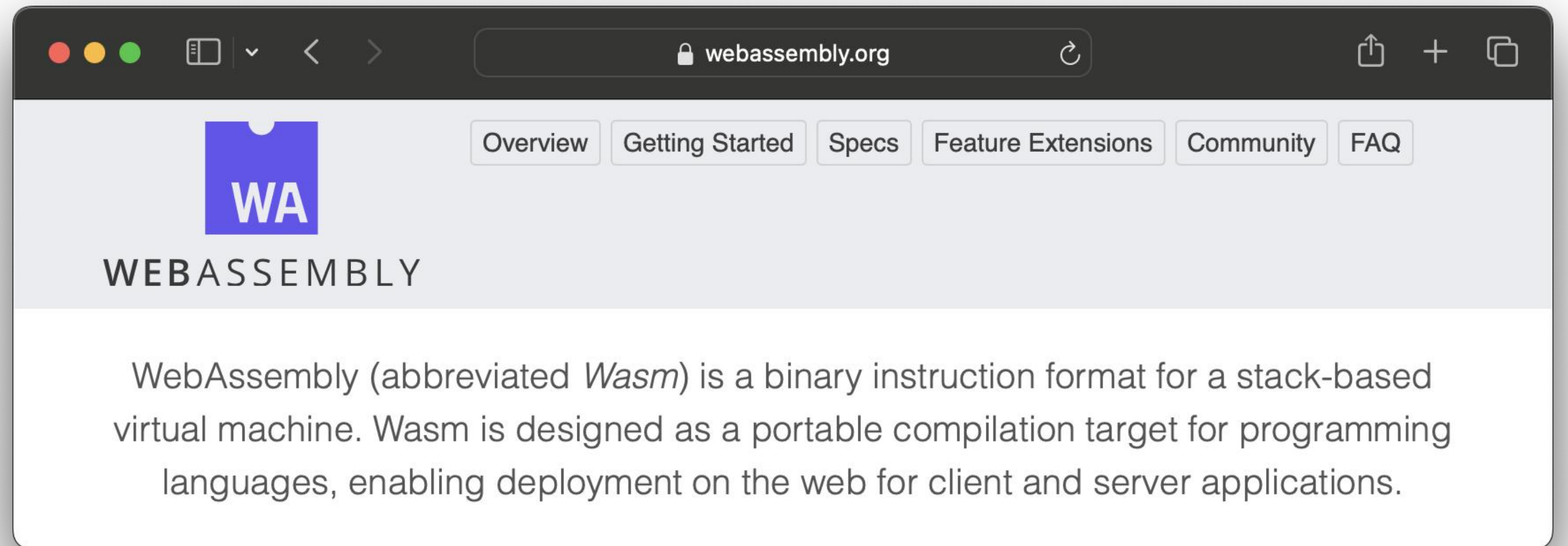


构建工具

# WebAssembly

## 重点特色:

- 可移植性
- 性能佳
- 安全
- 高效



WebAssembly（缩写为 Wasm）是一种基于堆栈的虚拟机的二进制指令格式。Wasm 被设计为编程语言的可移植编译目标，支持在网络上部署客户端和服务端应用程序。

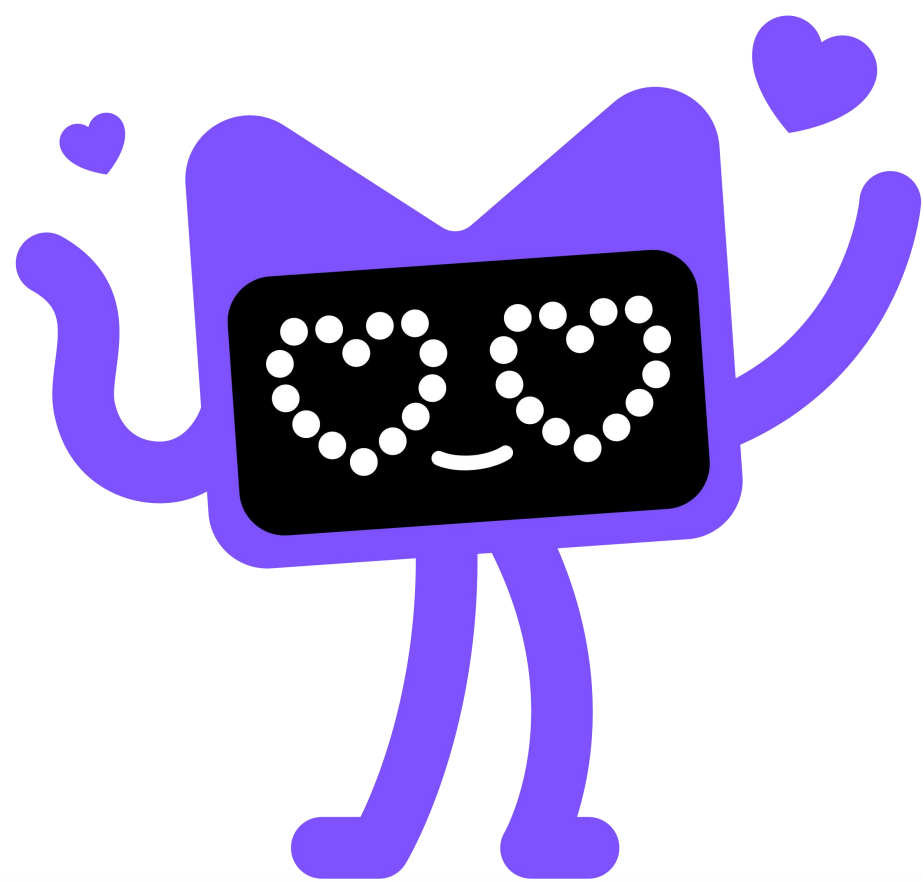
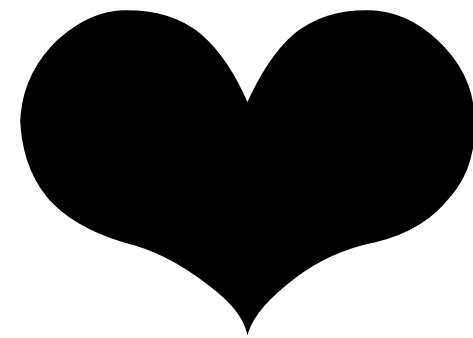


# WebAssembly 的潜力

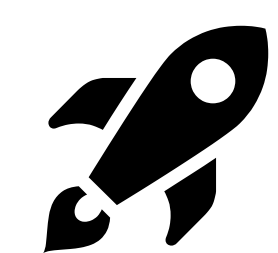
随处运行的潜力:

- 浏览器
- 云
- 边缘计算
- 移动端
- 嵌入式系统
- 区块链
- 桌面
- 更多...

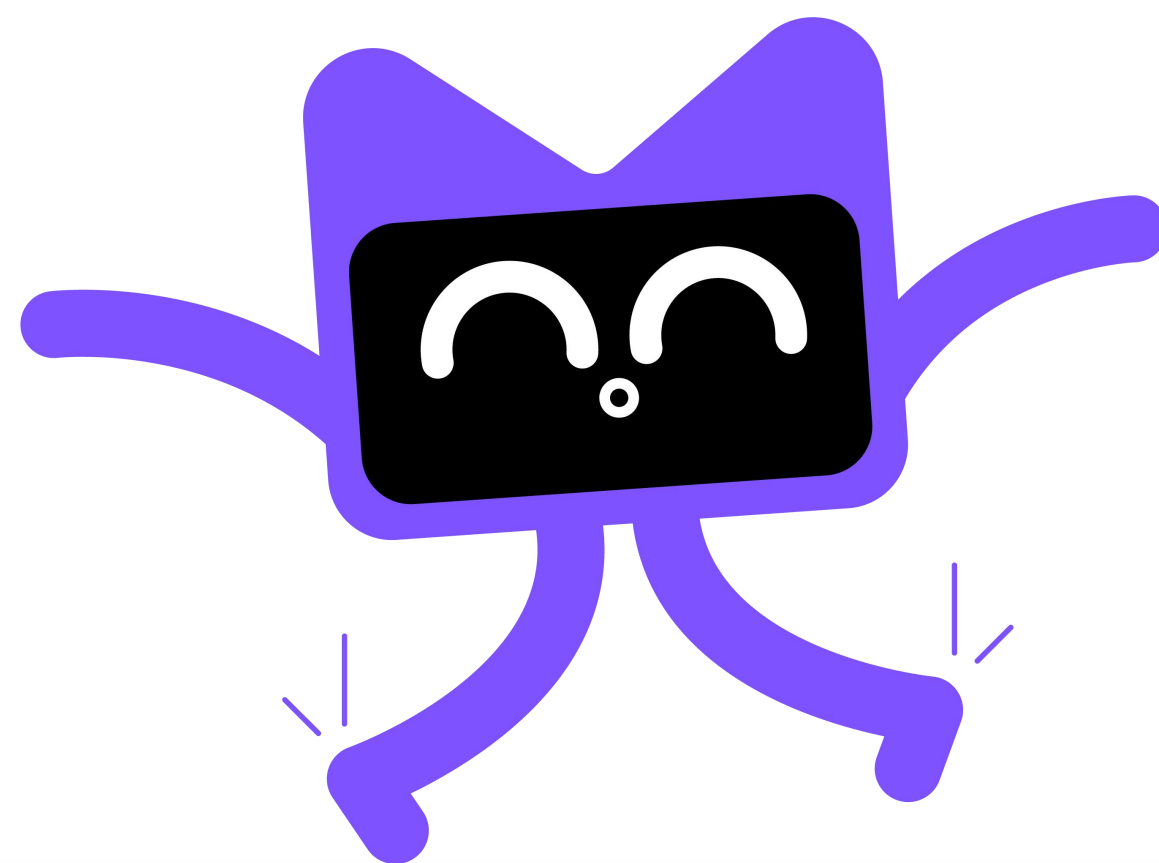




**Kotlin/Wasm** 项目让 WebAssembly 成为新的 Kotlin 多平台编译目标，并为开发者提供相应的工具链，扩展 Kotlin 在 WebAssembly 方面的潜力！



# Kotlin/Wasm 现已发布 Alpha 版!







# Alpha 版发布博文

全部 **新闻** 最新发布 Multiplatform Ecosystem

Ecosystem News

## 适用于 WebAssembly 的 Kotlin 进入 Alpha 阶段

 Sue  
2023年12月15日

Read this post in other languages:  
[English](#), [日本語](#), [한국어](#)

Kotlin/Wasm 是新推出的 Kotlin Multiplatform 目标平台, 现已达到 Alpha 状态!  
以下是值得注意的更改:

- WebAssembly: 最新的 Kotlin Multiplatform 目标
- Kotlin/Wasm 使用入门
- Compose Multiplatform: 由 Kotlin/Wasm 提供支持
- 性能
- 正在推进的工作
- 加入社区以获取动态并分享反馈!
- 查看 Kotlin/Wasm 的实际运作!
- 另请参阅


[kotl.in/wasm-alpha](https://kotl.in/wasm-alpha)

# 技术演示

- 创建 Kotlin/Wasm 项目
- 操作 HTML/CSS/事件
- 运行 Kotlin/Wasm 程序
- 集成 Compose Multiplatform
- 除错工具
- 发布 Kotlin/Wasm 项目





 Search with Google or enter address





# 在现有项目里增加

## Kotlin/Wasm

```
plugins {  
    kotlin("multiplatform") version "..."  
}  
kotlin {  
    wasmJs {  
        binaries.executable()  
        browser {  
            // ...  
        }  
    }  
    sourceSets {  
        // ...  
        val wasmJsMain by getting {  
            dependencies {  
                // ...  
            }  
        }  
        val wasmJsTest by getting  
    }  
}
```





# 修改 HTML DOM 及 CSS (1/3)

```
// ...
<head>
  // ...
  <script type="application/javascript" src="composeApp.js"></script>
  <style>
    // ...
  </style>
</head>
<body>
<div id="main">
  <p>Hello, <span id="subject">World</span></p>
</div>
</body>
// ...
```



# 修改 HTML DOM 及 CSS (2/3)

```
import kotlinx.browser.document
import org.w3c.dom.HTMLDivElement

fun main() {
    document.getElementById("subject")?.innerHTML = /* ... */

    (document.getElementById("main") as HTMLDivElement)
        .style.setProperty("color", /* ... */)

    document.body?.style?
        .setProperty("background-color", /* ... */)
}
```





# 绑定事件 (3/3)

```
import kotlinx.browser.document
import org.w3c.dom.HTMLInputElement

fun main() {
    window.addEventListener("click") {
        document.getElementById("subject")?.innerHTML = /* ... */

        (document.getElementById("main") as HTMLInputElement)
            .style.setProperty("color", /* ... */)

        document.body?.style?
            .setProperty("background-color", /* ... */)
    }
}
```

# 运行 Kotlin/Wasm 项目 (1/2)

Project

- build
- composeApp
  - build
  - src
    - commonMain
    - wasmJsMain
      - kotlin
        - App.kt
        - Greeting
        - main.kt
        - Platform.kt
      - resources
        - index.html
- build.gradle.kts
- gradle
- kotlin-js-store
- .gitignore
- build.gradle.kts
- gradle.properties
- gradlew
- gradlew.bat
- README.md
- settings.gradle.kts
- External Libraries
- Scratches and Consoles

```
1 import kotlin.browser.document
2 import kotlinx.browser.window
3 import org.w3c.dom.HTMLInputElement
4 import kotlin.random.Random
5
6 fun main() {
7     window.addEventListener("click") {
8         document.getElementById("subject")?.innerHTML = randomSubject()
9         (document.getElementById("main") as HTMLInputElement).style.setProperty("prop
10        document.body?.style?.setProperty("background-color", randomColor())
11     }
12 }
13
14 fun randomSubject() = listOf("World", "Kotlin", "QCon").random()
15
16 fun randomColor(): String =
17     "#" + List(size: 6) { Random.nextInt(from: 0, until: 16) }
18         .joinToString(separator: "") { it.toString(radix: 16) }
19
```





# 运行 Kotlin/Wasm 项目 (2/2)

# Hello, vworld

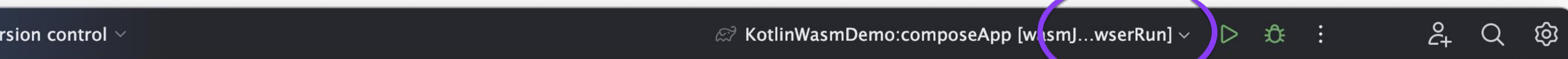
The screenshot shows the Chrome DevTools interface with the Debugger tab active. The main pane displays the source code of a Wasm module named `composeApp.wasm`. The code is a list of functions, each starting with `(func $unknownN (import "js_code" "kotlin.wasm.internal..."))`. The left sidebar shows the file tree with `composeApp.wasm` selected. The right sidebar shows the Breakpoints panel with the option `Pause on debugger statement` checked.

```
(module
  (func $unknown0 (import "js_code" "kotlin.captureStackTrace") (result externref))
  (func $unknown1 (import "js_code" "kotlin.wasm.internal.throwJsError") (param externref externref externref) (result externref))
  (func $unknown2 (import "js_code" "kotlin.wasm.internal.stringLength") (param externref) (result i32))
  (func $unknown3 (import "js_code" "kotlin.wasm.internal.jsExportStringToWasm") (param externref i32 i32 i32))
  (func $unknown4 (import "js_code" "kotlin.wasm.internal.importStringFromWasm") (param i32 i32 externref) (result externref))
  (func $unknown5 (import "js_code" "kotlin.wasm.internal.getJsEmptyString") (result externref))
  (func $unknown6 (import "js_code" "kotlin.wasm.internal.externrefToString") (param externref) (result externref))
  (func $unknown7 (import "js_code" "kotlin.wasm.internal.externrefEquals") (param externref externref) (result i32))
  (func $unknown8 (import "js_code" "kotlin.wasm.internal.externrefHashCode") (param externref) (result i32))
  (func $unknown9 (import "js_code" "kotlin.wasm.internal.isNullish") (param externref) (result i32))
  (func $unknown10 (import "js_code" "kotlin.wasm.internal.externrefToInt") (param externref) (result i32))
  (func $unknown11 (import "js_code" "kotlin.wasm.internal.externrefToBoolean") (param externref) (result i32))
  (func $unknown12 (import "js_code" "kotlin.wasm.internal.externrefToLong") (param externref) (result i64))
  (func $unknown13 (import "js_code" "kotlin.wasm.internal.externrefToFloat") (param externref) (result f32))
  (func $unknown14 (import "js_code" "kotlin.wasm.internal.externrefToDouble") (param externref) (result f64))
  (func $unknown15 (import "js_code" "kotlin.wasm.internal.intToExternref") (param i32) (result externref))
  (func $unknown16 (import "js_code" "kotlin.wasm.internal.getJsTrue") (result externref))
  (func $unknown17 (import "js_code" "kotlin.wasm.internal.getJsFalse") (result externref))
  (func $unknown18 (import "js_code" "kotlin.wasm.internal.longToExternref") (param i64) (result externref))
  (func $unknown19 (import "js_code" "kotlin.wasm.internal.floatToExternref") (param f32) (result externref))
  (func $unknown20 (import "js_code" "kotlin.wasm.internal.doubleToExternref") (param f64) (result externref))
  (func $unknown21 (import "js_code" "kotlin.wasm.internal.newJsArray") (result externref))
  (func $unknown22 (import "js_code" "kotlin.wasm.internal.jsArrayPush") (param externref externref))
)
```





# 持续构建



**Run/Debug Configurations**

Name: KotlinWasmDemo:composeApp [wasm]  Store as project file

Run on: Local machine [Manage targets...](#)

Run configurations may be executed locally or on a target: for example in a Docker Container or on a remote host using SSH.

**Run** Modify options

`wasmJsBrowserRun -t`

`-t` Continuous Build allows you to automatically re-execute the required tasks if the dependencies are specified. `\R`

`--exclude-task` Specify a task to be excluded from execution.

`--rerun-tasks` Ignore previously cached task results.

Environment variables: Environment variables

Separate variables with semicolon: VAR=value; VAR1=value1

Open run/debug tool window when started  Debug Gradle scripts





# 集成 Compose Multiplatform

```
<body>  
  <canvas id="ComposeTarget">  
  </canvas>  
</body>
```

```
import androidx.compose.ui.ExperimentalComposeUiApi  
import androidx.compose.ui.window.CanvasBasedWindow  
  
@OptIn(ExperimentalComposeUiApi::class)  
fun main() {  
    CanvasBasedWindow(canvasElementId = "ComposeTarget") {  
        /* ... */  
    }  
}
```

# Kotlin 多平台开发

## (Android)

Project

- androidMain [main]
- commonMain
  - kotlin
    - com.example.jetsnack
      - flowlayout
      - model
      - ui
        - components
        - home
        - snackdetail
        - theme
        - utils
        - JetsnackApp.kt
        - JetsnackAppState.kt
        - AndroidxComposeMaterialIcons.kt
        - DrawableRes.kt
        - StringRes.kt
    - desktopMain
    - nonAndroidMain
    - wasmJsMain
  - build.gradle.kts
- desktop
- gradle

```

16 package com.example.jetsnack.ui
17
18
19 > import ...
20
21 Oleksandr Karpovich
22
23 @Composable
24 fun JetsnackApp() {
25     JetsnackTheme {
26         val appState = rememberMppJetsnackApp
27         JetsnackScaffold(
28             bottomBar = {
29                 if (appState.shouldShowBottom
30                     JetsnackBottomBar(
31                         tabs = appState.botto
32                         currentRoute = appSta
33                         navigateToRoute = app
34                     )
35             },
36             snackbarHost = { it: SnackbarHostState
37                 SnackbarHost(
38                     hostState = it
39                 )
40             }
41         )
42     }
43 }
44
45

```

Running Devices

Pixel 3a API 31

10:14

Tue, Apr 9

Messages, Play Store, Chrome

Search bar

Navigation bar



# Kotlin 多平台开发

(Desktop)

- Project
  - android
  - common
  - desktop
    - build
    - src
      - jvmMain
        - kotlin
          - Main.kt
  - build.gradle.kts
  - gradle
  - kotlin-js-store
  - screenshots
  - web
  - .gitignore
  - build.gradle.kts
  - gradle.properties
  - gradlew
  - gradlew.bat
  - local.properties
  - README.md
  - settings.gradle.kts
  - External Libraries
  - Scratches and Consoles

```
1 import androidx.compose.ui.unit.dp
2 import androidx.compose.ui.window.Window
3 import androidx.compose.ui.window.application
4 import androidx.compose.ui.window.rememberWindowState
5 import com.example.jetsnack.JetSnackAppEntryPoint
6
7
8 fun main() = application { Oleksandr Karpovich
9     Window(
10         onCloseRequest = ::exitApplication,
11         state = rememberWindowState(width = 1200.dp, height = 960.dp)
12     ) {
13         JetSnackAppEntryPoint()
14     }
15 }
16
```



# Kotlin 多平台开发 (Wasm)

Project

- android
- build
- common
- desktop
- gradle
- kotlin-js-store
- screenshots
- web
  - build
  - src
    - wasmJsMain
      - kotlin
        - Main.kt
  - resources
  - webpack.config.d
  - build.gradle.kts
  - .gitignore
  - build.gradle.kts
  - gradle.properties
  - gradlew
  - gradlew.bat
  - local.properties
  - README.md
  - settings.gradle.kts
- External Libraries
- Scratches and Consoles

```

18 @OptIn(ExperimentalComposeUiApi::class, ExperimentalResourceApi::class)
19 fun main() {
20     configureWebResources {
21         // same as default - this is not necessary to add here. It's here to show this
22         resourcePathMapping { path -> "./$path" }
23     }
24     CanvasBasedWindow(title: "JetSnack", canvasElementId = "jetsnackCanvas") {
25         var loading: Boolean by remember { mutableStateOf(value: true) }
26
27         if (loading) {
28             LinearProgressIndicator(modifier = Modifier.fillMaxWidth())
29         } else {
30             JetSnackAppEntryPoint()
31         }
32
33         LaunchedEffect(Unit) {
34             loadMontserratFont()
35             loadKarlaFont()
36             prepareImagesCache()
37             loading = false
38         }
39     }
40 }

```

1 2 ^ v

Oleksandr Karpo



# 除错工具 (1/3)

The screenshot shows the Chrome DevTools interface with the Sources panel open. The file 'Simple.kt' is loaded, and the debugger is paused at line 47, which contains the code `if (it.ok) {`. The right-hand sidebar shows the 'Debugger paused' notification and the 'Scope' panel, which displays the current execution context:

- Expression
  - ▶ **stack:** Stack {}
- Local
  - ▶ **\$<this>:** (ref \$updateTime\$lambda) {value: Str
  - ▶ **\$it:** externref {value: Response}
  - ▶ **\$tmp0\_<this>:** (ref \$updateTime\$lambda) {value
- ▶ Module





# 除错工具 (2/3)

The screenshot shows an IDE window with the following details:

- Code Editor:** Displays Kotlin code for a function `updateTime`. Line 46, `if (it.ok) {` is highlighted in blue. Line 49, `output.textContent = (it as WorldTimeApiResponse).datetime` is highlighted in light blue. Line 50, `?.substringAfter( delimiter: "T")?.substringBefore( delimiter: ".") ??: "🤔"` is highlighted in light blue.
- Debug Console:** Shows the call stack for `updateTime()`. The current frame is `if (it.ok) > it.json().then{...}`.
- Stack Trace:** Lists the following frames:
  - `$updateTime$lambda.invoke(), SimpleKotlinScriptEngineImpl`
  - `$updateTime$lambda.invoke(), SimpleKotlinScriptEngineImpl`
  - `$kotlin.js.__callFunction__((Js?)->Js?), SimpleKotlinScriptEngineImpl`
  - `anonymous(), kotlin-wasm-browser`
  - `Async call from Promise.then`
- Variables:** Shows the following variables:
  - `Unknown`
  - `stack = Stack {}`
  - `Local = Locals`
  - `$<this> = (ref $updateTime$lambda) {value: Struct}`
  - `$it = externref {value: Response}`



# 除错工具 (3/3)

The screenshot shows an IDE window with a Kotlin file named 'Simple.kt'. The code is as follows:

```
35 private fun updateTime(input: HTMLInputElement, output: HTMLInputElement) {
36     val progressId: Int = window.setInterval({
37         output.textContent = progressId
38     }, 100)
39     i = (i + 1) % progress.size
40     null ^lambda
41 }, timeout: 100)
42
43 window.fetch(input: "https://worldtimeapi.org/api/timezone/asia/tokyo")
44     .then { it: Response
45         window.clearInterval(progressId)
46
47         if (it.ok) {
48             it.json().then { it: JsAny?
49                 output.textContent = (it as WorldTimeApiResponse)
50                     ?.substringAfter(delimiter: "T")?.substringBefore(delimiter: "Z")
51             }
52         }
53     }
```

The right-hand side of the IDE shows the 'Debug' console. It includes a 'Processes' section with 'Browser configuration', a 'Threads & Frames' section with a 'Main Thread' containing several stack frames, and a 'Variables' section with an 'Add Watch' button.



# 发布 Kotlin/Wasm 项

Project

- composeApp
  - src
    - commonMain
    - wasmJsMain
      - kotlin
        - App.kt
        - Greeting
        - main.kt
        - Platform.kt
      - resources
    - build.gradle.kts
  - gradle
  - kotlin-js-store
  - .gitignore
  - build.gradle.kts
  - gradle.properties
  - gradlew
  - gradlew.bat
  - README.md
  - settings.gradle.kts
- External Libraries
- Scratches and Consoles

```

1 import androidx.compose.ui.ExperimentalComposeUiApi
2 import androidx.compose.ui.window.CanvasBasedWindow
3
4 @OptIn(ExperimentalComposeUiApi::class)
5 fun main() {
6     CanvasBasedWindow(canvasElementId = "ComposeTarget") { App() }
7 }

```

# 发展现状及成果

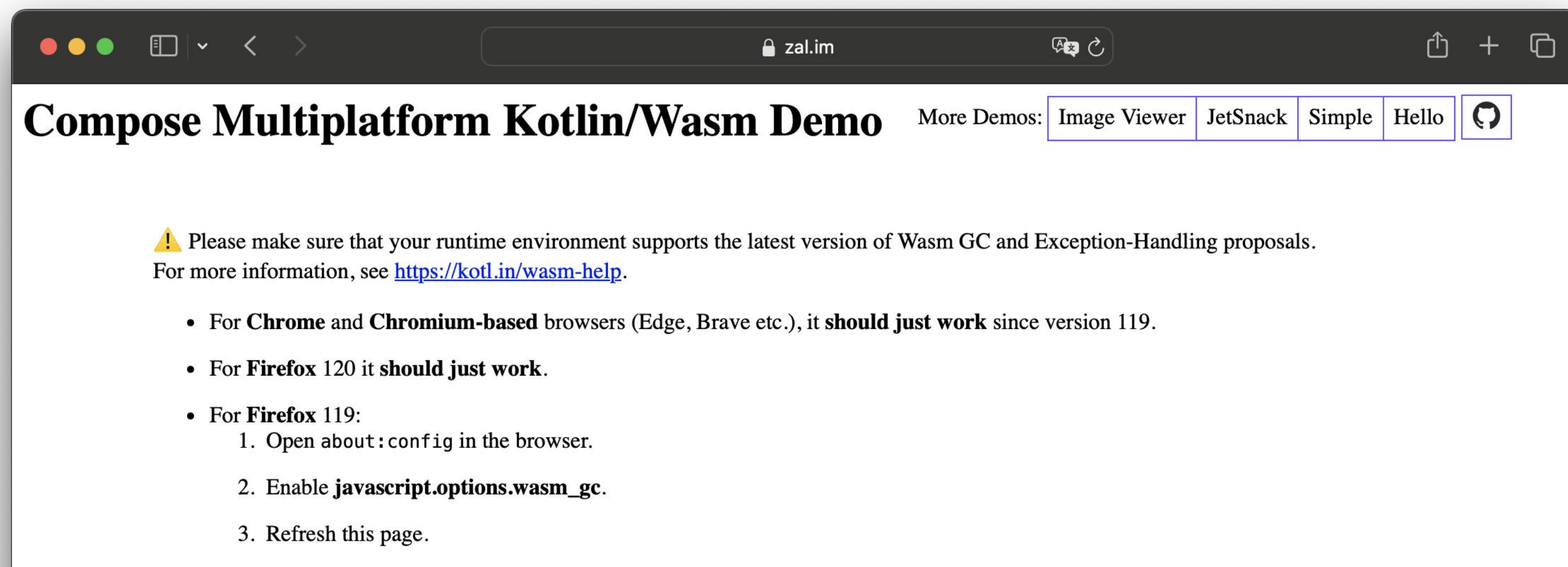
- 浏览器支持
- 体积
- 性能
- 工作成果概览





# 浏览器支持

大多数主流浏览器已默认支持：





# 体积

```
import kotlinx.browser.document
import kotlinx.dom.appendText

fun main() {
    val p = document.createElement("p")
    p.innerHTML = "Hello World!"
    document.body?.appendChild(p)
}
```

# 3K

使用 Kotlin/Wasm 1.9 编写的  
“Hello World”程序的 Wasm 体积





# 性能

## Compose Multiplatform Benchmarks

Normalized/relative to JVM (lower is better)



[kotlin.in/wasm-benchmarks](https://kotlin.in/wasm-benchmarks)



# 2023 年工作成

果

- 支持最新的 Wasm GC
- 支持 WASI API
- 提升库的支持
- 与 VM Vendor 合作
- 优化开发体验




# 展望未来

- 浏览器之外
- 优势
- 适用场景
- 当前限制



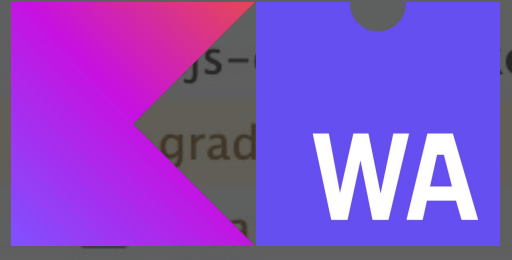
# 浏览器之外的 Kotlin/Wasm

支持 Wasm 的 JS 虚拟机:

- Deno 1.38+
-  Node.js 22



# Kotlin/Wasm 支持 JS VMs



Project

- gradle
- kotlin-js-store
- screenshots
- src
  - wasmJsMain
    - kotlin
      - Main.kt
- .gitignore
- build.gradle.kts
- gradle.properties
- gradlew
- gradlew.bat
- README.md
- settings.gradle.kts
- External Libraries
- Scratches and Consoles

```

repositories {
    mavenCentral()
}

kotlin {
    wasmJs {
        binaries.executable()
        nodejs()
    }
}

rootProject.the<NodeJsRootExtension>().apply {
    nodeVersion = "22.0.0-nightly202404032241e8c5b3"
    nodeDownloadBaseUrl = "https://nodejs.org/download/nightly"
}

tasks.withType<org.jetbrains.kotlin.gradle.targets.js.npm.tasks.NodeJsRun> {
    args.add("--ignore-engines")
}

```


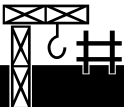
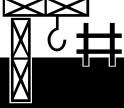
Gradle

- kotlin-wasm-nodejs-example
  - Tasks
    - build
    - build setup
    - help
    - ide
    - kotlin node
      - wasmJsNodeDevelopmentRun
      - wasmJsNodeProductionRun
      - wasmJsNodeRun
    - nodejs
    - other
    - verification
    - Run Configurations



# 浏览器之外的 Kotlin/Wasm

可独立运行的 Wasm 虚拟机:

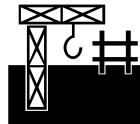
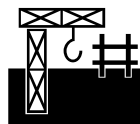
-  WasmEdge 0.14.0-alpha.3+\*
-  Wasmtime
-  WAMR





# WASI

WASI = WebAssembly System Interface

- WASI Preview 1 (Kotlin 1.9.20 开箱即用)
-  Component Model
-  WASI 0.2 (aka Preview 2)

# Kotlin/Wasm 支持 WASI



Project

- build
- gradle
- screenshots
- src
  - wasmWasiMain
    - kotlin
      - MonotonicTime.kt
    - wasmWasiTest
      - kotlin
        - Test.kt
  - .gitignore
  - build.gradle.kts
  - gradle.properties
  - gradlew
  - gradlew.bat
  - README.md
  - settings.gradle.kts

External Libraries

Scratches and Consoles

```
1 import kotlin.wasm.wasi.WasiImport
2 import kotlin.wasm.unsafe.Pointer
3 import kotlin.wasm.unsafe.UnsafeWasmMemoryApi
4 import kotlin.wasm.unsafe.withScopedMemoryAllocator
5
6 fun main() {
7     println("Hello from Kotlin via WASI")
8     println("Current 'realtime' timestamp is: ${wasiRealTime()}")
9     println("Current 'monotonic' timestamp is: ${wasiMonotonicTime()}")
10 }
11
12 @WasmImport(module: "wasi_snapshot_preview1", name: "clock_time_get")
13 private external fun wasiRawClockTimeGet(clockId: Int, precision: Long, resultPtr: Int): Int
14
15 private const val REALTIME = 0
16 private const val MONOTONIC = 1
17
18 @OptIn(UnsafeWasmMemoryApi::class)
19 fun wasiGetTime(clockId: Int): Long = withScopedMemoryAllocator { allocator →
20     val rp0 = allocator.allocate(size: 8)
21     val ret = wasiRawClockTimeGet(
22         clockId = clockId,
23         precision = 1,
24         resultPtr = rp0.address.toInt()
```





# Kotlin/Wasm 的优势

- 简洁的语法
- 安全
- 性能佳
- 强大的开发工具链
  - IDE
  - Debugger
  - Build tools
- Kotlin 多平台开发及生态
  - Compose Multiplatform
  - Ktor
  - `kotlinx-{coroutine, serialization, io, datetime, ...}`



# Kotlin/Wasm 适用场景

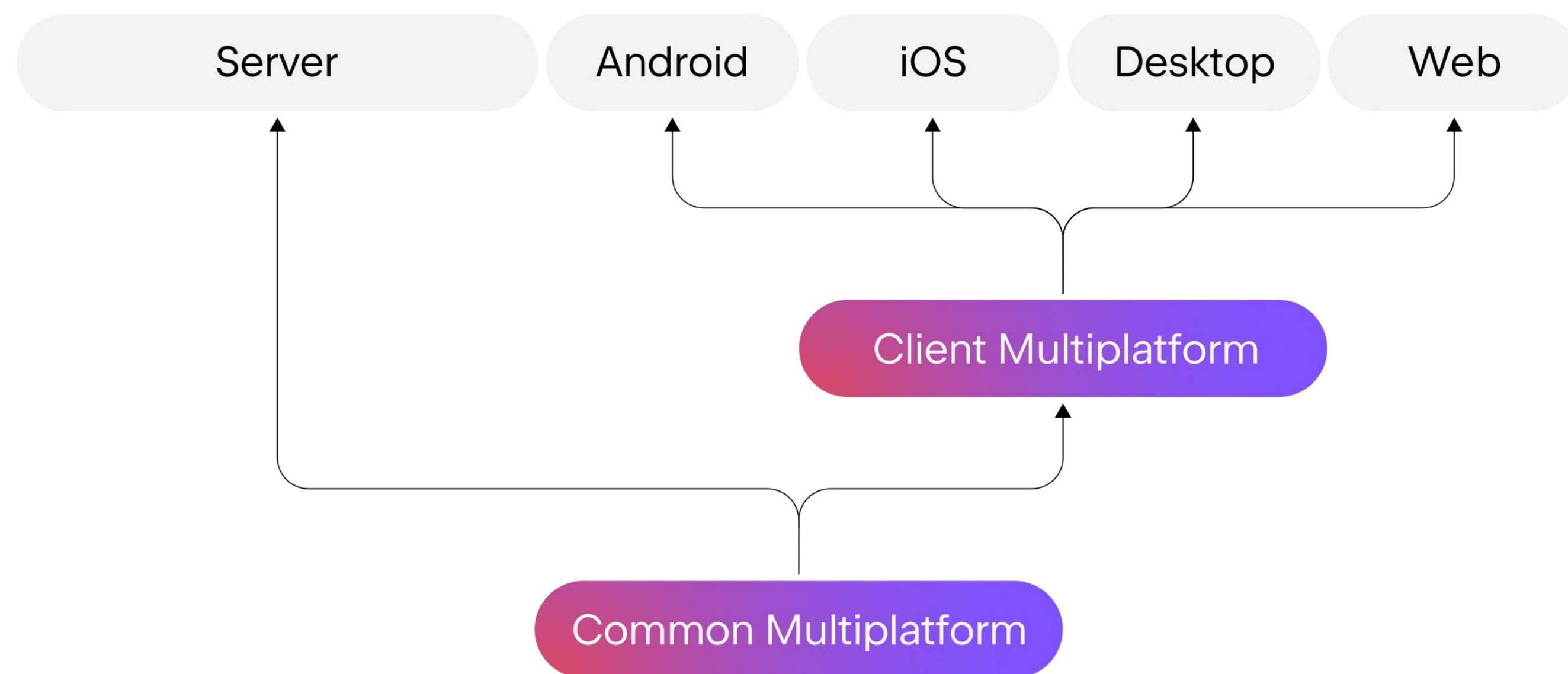
- 使用 Compose Multiplatform 开发 Web 应用
- Serverless (Cloud Functions、Lambda、Worker 等)
- 边缘计算





# 当前限制

- 相关技术仍在早期发展阶段\*
- 需要多平台库作者的支持



\*Stability levels explained: <https://kotlinlang.org/docs/components-stability.html#stability-levels-explained>



# 持续增长

- ~1K 每周活跃用户 (IDE 使用量)
- 1100+ 话题信息量 (官方 Kotlin Slack 频道)
- Kotlin Slack (**#webassembly** 及 **#compose-web** 频道) 及社交媒体上的活跃动态
- ~600 库 (Maven Central)



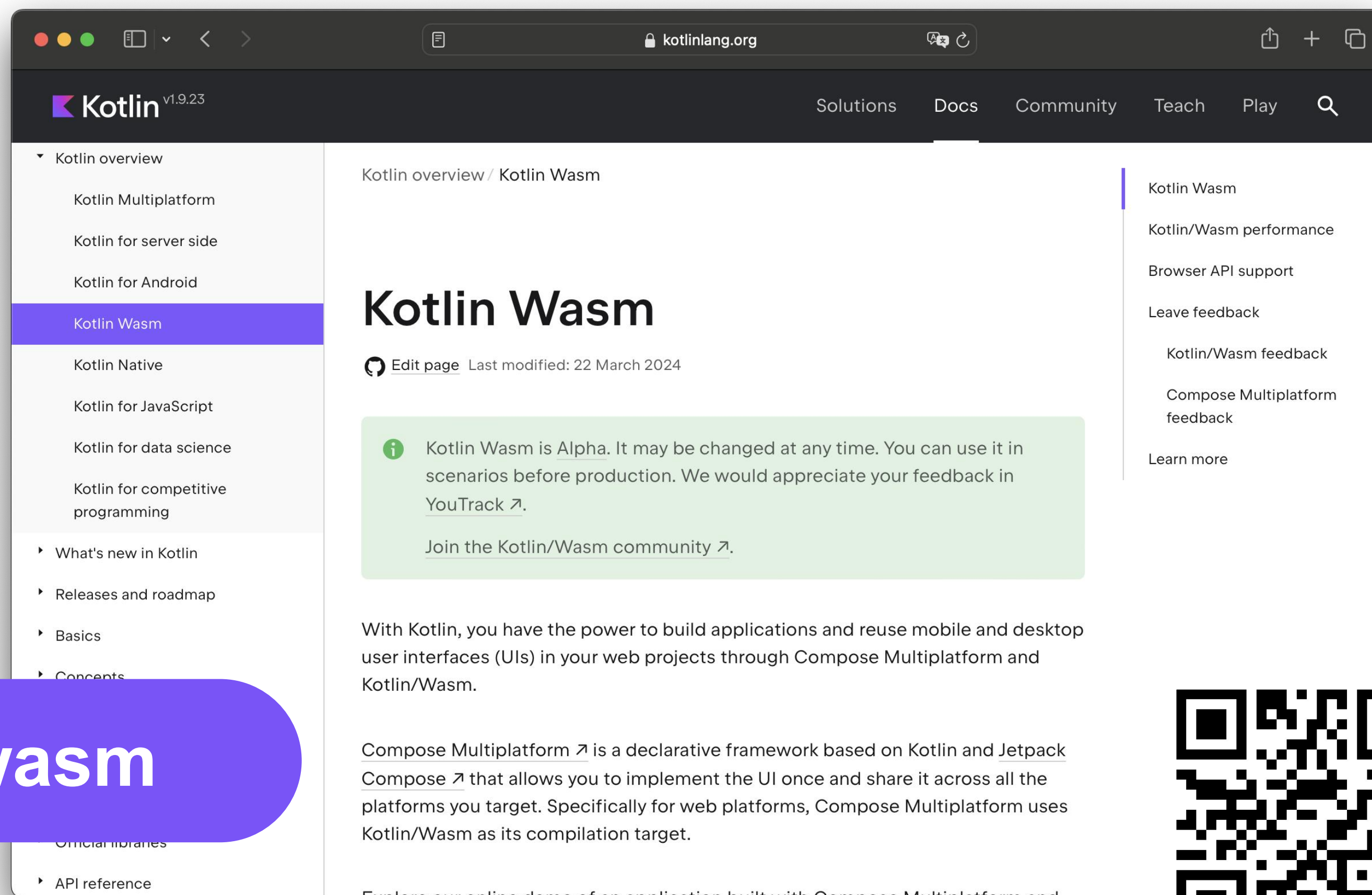
# 学习材料

- 文档
- 视频
- 示例
- 社区
- 官方帐号



# Kotlin/Wasm 学习材料

- 官网文档



[kotl.in/wasm](https://kotl.in/wasm)







# Kotlin/Wasm 学习材料

- 官网文档
- Kotlin ❤️

Wasm 视频播放清单

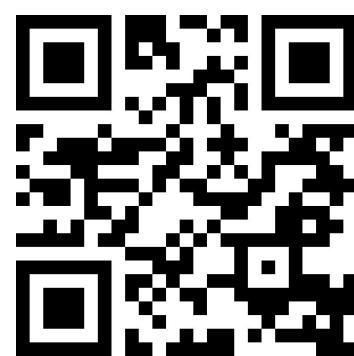
[kotl.in/wasm-pl](https://kotl.in/wasm-pl)







# Kotlin 编译器



K2 编译器之路



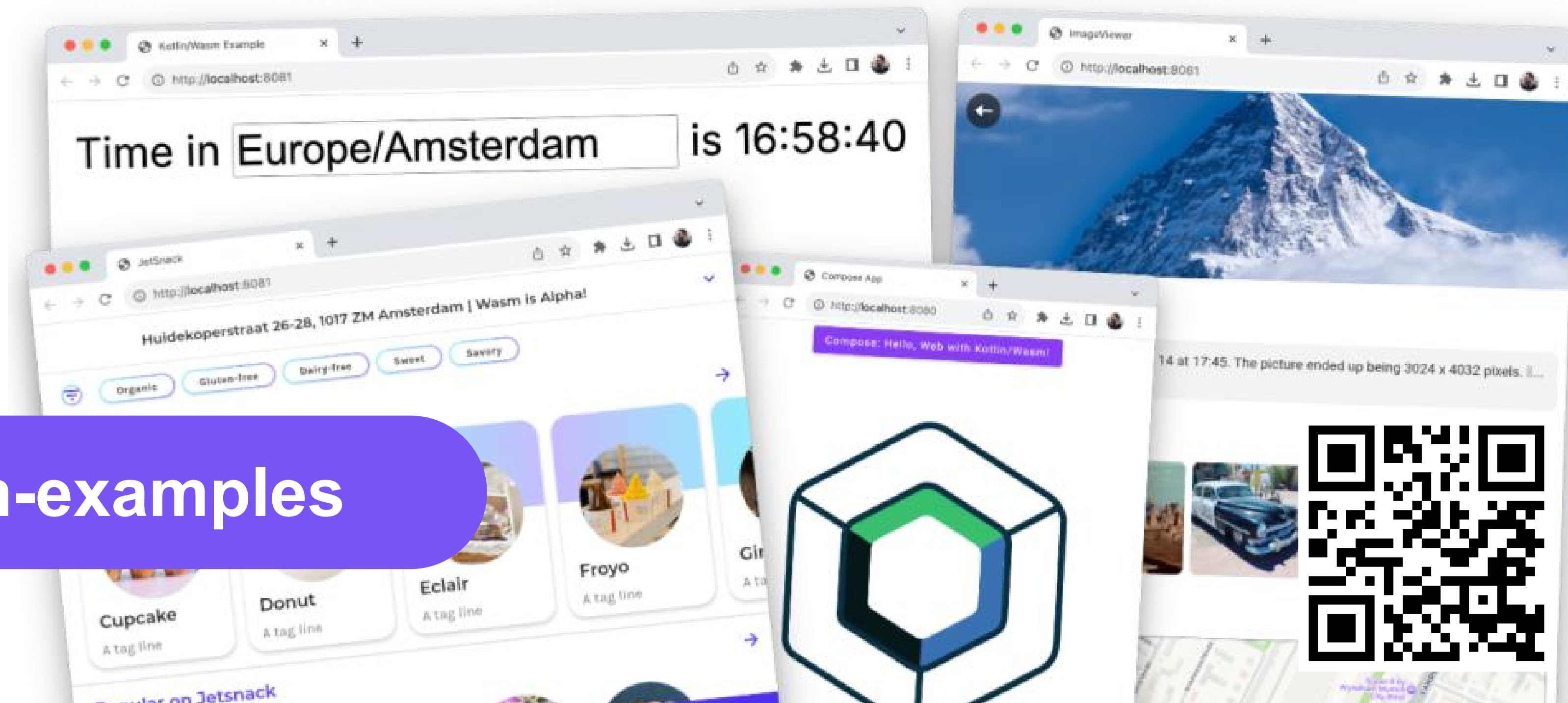
团队在 WASM I/O 2023 的发表视频





# Kotlin/Wasm 学习材料

- 官网文档
- Kotlin ♥ Wasm 视频播放清单
- Kotlin/Wasm 官方示例



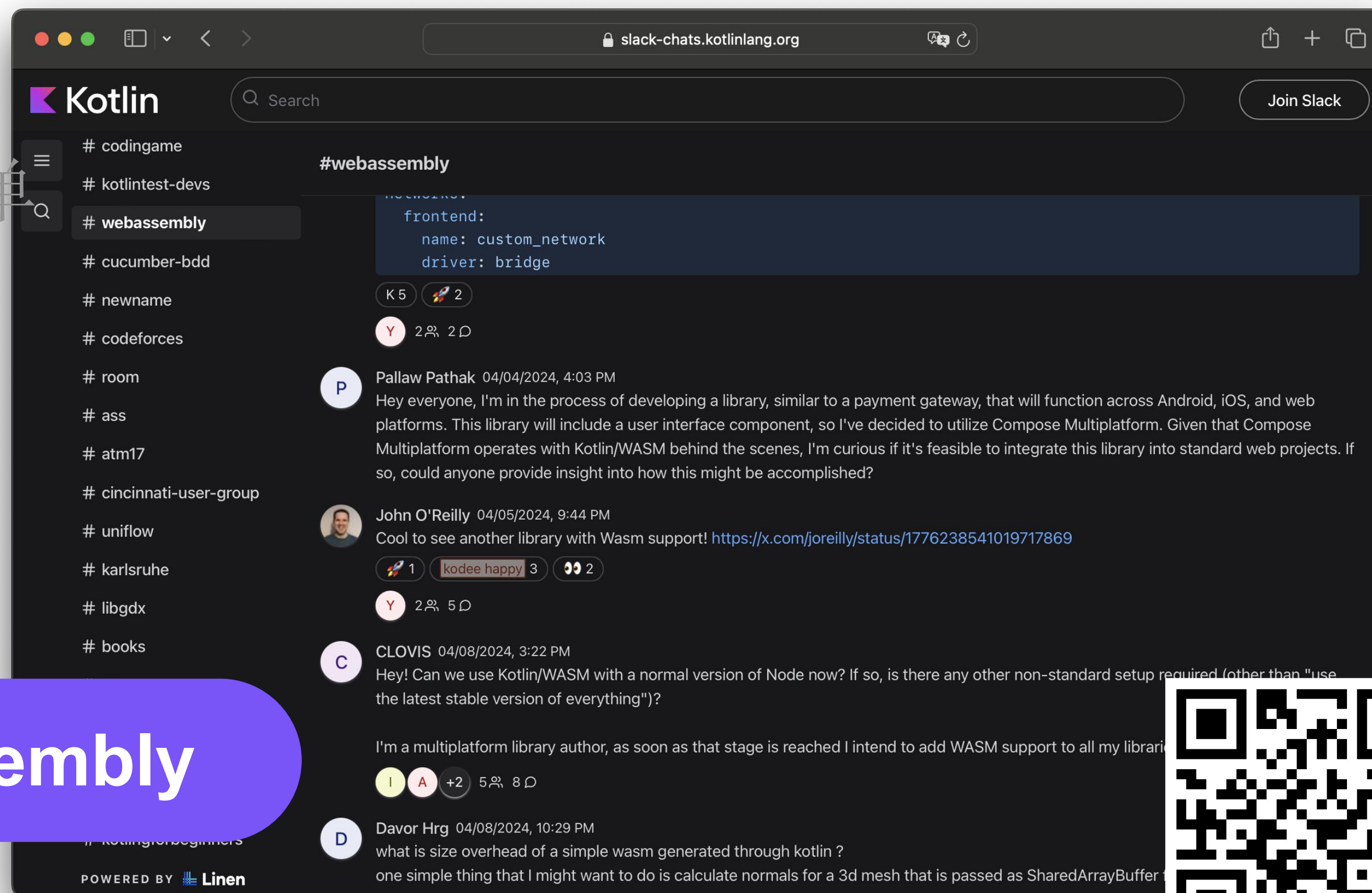
[kotl.in/wasm-examples](http://kotl.in/wasm-examples)





# Kotlin/Wasm 学习材料

- 官网文档
- Kotlin ♥ Wasm 视频播放清单
- Kotlin/Wasm 官方示例
- Kotlin Slack 频道



#webassembly

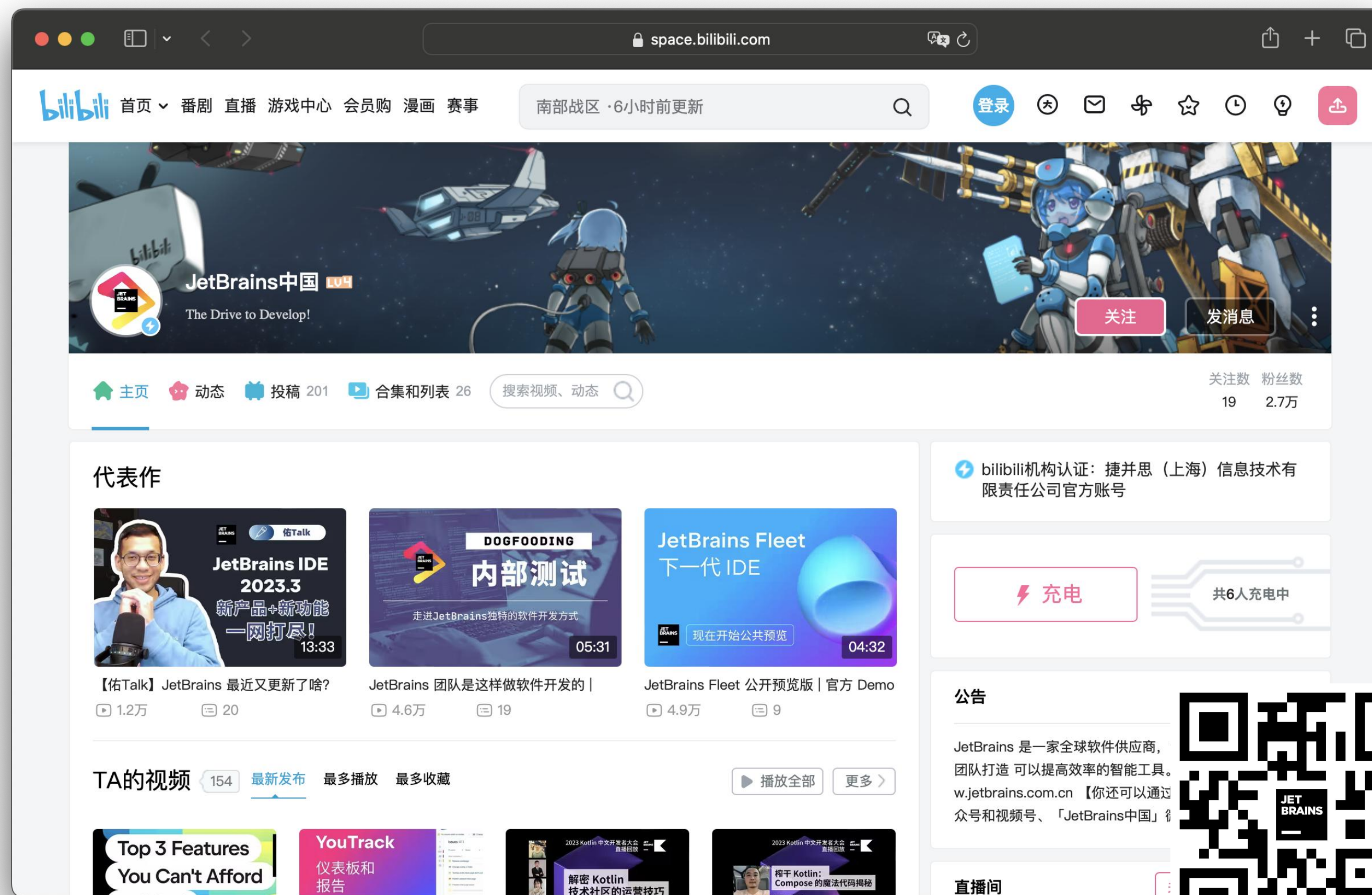






# 官方帐号

- JetBrains B 站帐号





# 官方帐号

- JetBrains B 站帐号
- JetBrains 微信公众号
- Kotlin 开发者微信公众号



JetBrains

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Kotlin开发者

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# Kotlin 炉边漫谈播



#5 手机开发编年史 (携程)



#8 来自阿里巴巴及美团的 Kotlin Multiplatform 应用实例

📄 欢迎投稿你的 Kotlin 用例





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# THANKS



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大模型正在重新定义软件

Large Language Model Is Redefining The Software