1. **byte  :** byte is a keyword used to store numbers ranging from **-128 to 127**.
2. **Short**: short keyword is used to store numbers ranging from **-32768 to 32767**.
3. **int :** int keyword is used to store numbers ranging from **-2147483648 to 2147483647**.
4. **long :** long keyword is used to store numbrs ranging from **-9223372036854775808L to 9223372036854775807L**. A letter **‘l’** or **‘L’** should be added to tell the compiler that the numbers is a long and not an int.
5. **chart  :** char keyword is used to store single character/letters or ASCII values. Its value range is from**‘\u0000’ to ‘\uffff’** or **0 to 65535**. All the characters must be enclosed within single quotes.
6. **boolean  :** boolean keyword is used to store values true or false.
7. **float  :** float keyword is used to store fractional values ranging from **-3.4028235E38F to 3.4028235E38F**. A letter **‘f’** or **‘F’** should be added to tell the compiler that the fraction is a float and not a double.
8. **double  :** double keyword is used to store fractional values ranging from **-1.7976931348623157 x 10308to 1.7976931348623157 x 10308**.
9. **for  :** for keyword is used to start the for loop. It is an entry-controlled loop in which the condition is checked first, and then the loop body gets executed only if the condition is satisfied. If the number of iterations is known already, then it is recommended to use for loop.
10. **while  :** while keyword is used to start the while loop. It is also an entry-controlled loop. If the number of iterations is not known already, then it is recommended to use while loop.
11. **while  :** while keyword is used to start the while loop. It is also an entry-controlled loop. If the number of iterations is not known already, then it is recommended to use while loop.
12. **if  :** if keyword is used to create the if conditional statement. if the condition is true, then the if block gets executed.
13. **else  :** else keyword is used when the if condition becomes false, and then the else block gets executed. It indicated the alternative branches in an if statement.
14. **switch  :** switch keyword is used to create the switch statement, which is used to execute different cases based on test value.
15. **case  :** case keyword is used inside the switch-case block to create each case.
16. **default  :** default keyword is used inside the switch-case block. If non of the cases matches, then the default block gets executed.
17. **continue  :** continue keyword is used to skip the statement following it inside the loop body and moves the control to the end of the loop body, and the control is automatically passed to the next iteration, and then the same loop body gets executed from the next round in usual manner.
18. **break  :** break keyword is used to break out of a loop body or the switch block. The break statement is used for early exiting from the loop or switch statement at specified conditions.
19. **goto \*\*  :** Not in use and has no function.
20. **void  :** void keyword is used to specify a method which does not return any value.
21. **return  :** return keyword in Java is used to return back the control along with the value from the called method(function) to the calling place.
22. **new  :** new keyword in Java is used to create the instance of a class by dynamically allocating memory for a new object.
23. **this  :** this keyword in Java is used to refer to the current object inside a method or constructor. It is also used to distinguish between the instance variable and local variable.
24. **super  :** this keyword in Java is used to refer to the objects of the super class. It is used when we want to call the super class variable, method and constructor through sub-class object.
25. **instanceof  :** instanceof keyword is used to check if the given object is an instantiated object of the specified class or not. It returns the boolean value.
26. **public  :** public keyword in Java is used for classes, methods, variables and constructors, which makes them accessible from anywhere.
27. **private  :** private keyword in Java is used to specify that a method, constructor or variable will be accessible only within the declared class.
28. **protected  :** private keyword in Java is used to specify that a method, constructor or variable will be accessible within the package and outside the package through inheritance only.
29. **final  :** final keyword in Java is used with variables, methods and classes. A final variable is a constant value which cannot be changed. By making a method final, we cannot override it. By making a class final, we cannot extend it.
30. **static  :** static keyword in Java is used with variables, methods, blocks and classes. The static variables and methods get associated with the class as a whole rather than belonging to the individual object. The static keyword is used with variables and methods to make them constant for every instance of the class.
31. **synchronized  :** The synchronization keyword in Java is used to create a synchronization block that allows only a single thread to access the shared data or resources at a particular point of time. It specifies the critical sections or methods in multithreaded code.
32. **volatile  :** volatile keyword in Java is used to indicate the visibility of variables modified by multiple threads during concurrent programming i.e every read or write of the volatile variable will be to the main memory and not the CPU cache.
33. **transient  :** transient keyword in Java is used with instance variables to exclude them from the serialization process. It cannot be used with the static keyword.
34. **strictfp  :** strictfp keyword in Java is used to make floating-point calculations platform independent.
35. **native  :** native keyword in Java is used to create a method native which indicates that the method’s implementation is also written in different languages like C and C++ in native code using JNI(Java Native Interface).
36. **import  :** import keyword in Java is used to make classes and interfaces inside a package accessible to the current source code.
37. **package  :** package keyword in Java is used to declare a Java package which includes classes, sub-packages, and interfaces.
38. **interface  :** interface keyword in Java is used to declare an interface that only contains the abstract methods.
39. **enum  :** enum keyword in Java is used to declare the enumerated(unchangeable) type, which are fixed set of constants. The constructors of enum are always private or default.
40. **implements  :** implements keyword in Java is used to implement(kind of inheritance) an interface in a class. The interface contains only abstract methods, and to access those methods, another class must implement the interface using the implements keyword.