Java Key words

Assert: I am going to pretend I didn’t spend 30 minutes trying to find the assertion error button. But assert takes a Boolean expression like 1==2 or true or false and will throw an error if the Boolean expression is false. This will also send an error message at the place the assertion failed.

Enum: this is build like a class and it just stores patterns well. Like if you have a lot of 18 year olds that are six foot or taller, and you saw people under 18 less than 6 foot and a mix of that you could make 4 words that represent sixfoot or taller and 18 or older. You basically have presets made for a class or a method with the method or class being called Enum with some class creators in the mix.

Finally: this runs after a try catch no matter what. This would probably be helpful if you wanted to reset variables afterwards and it means you can reset them after the try catch instead of having to reset them at the beginning of your code if you want to also reset them after the try catch if it succeeds.

Strictfp: I think it is supposed to allow me to add floats together but it still allows me to do that even if I don’t have the strictfp on. This is supposed to be more accurate but java already updated past the need to use this.

Transient: it makes the data more protected so if you sterilize it the data disappears if it is transient. This means that if you create this object into a file and convert the file, then send it back the data that was marked as transient will disappear.

Volatile: this makes threads secure data better by making it so whenever the volatile variable is updated it updates all variables into the ram and therefore makes all the threads able to see the new data from the thread the updated due to the volatile variable. I presume this means that you should make your last variable be volatile so that if you update them constantly you have them all go together.

Protected: it makes the variable or object more private than public by not allowing things outside the package able to access them, while subclasses, the main class and other classes in the package can access them. (They are less private than private and more private than public)

Synchronized: this makes it so only one thread can use a method at a time. This stops things from glitching if you have both threads doing something to the number at the same time then it could skip or jump an action or the first completed action would be replaced by the action that started in the middle of the other thread.