



Republic of the Philippines
Department of Education
REGION III
SCHOOLS DIVISION OFFICE OF NUEVA ECija

LEARNING ACTIVITY SHEET
SPECIAL PROGRAM IN ICT 9
BASIC PROGRAMMING
Second Quarter, Week 4

JAVA IDENTIFIERS AND KEYWORDS

Background Information for Learners

Java identifiers represent names of variables, methods, classes, etc. Examples of it are: Hello, static, System, out. They are also case-sensitive. This means that: **Morning** is not the same as **morning**. It must start with either an alphabet (a-z) letter, an underscore (_), or a dollar sign (\$). Letters may be small or capital. The following characters may use 0 to 9 like “morning123” or “Hello143”.

Java keywords like class, public, void, are cannot be used as Identifiers. We will discuss more about it later.

JAVA IDENTIFIERS

In programming languages, Java identifiers are used for identifying a class name, method name, variable name, or label. For example:

```
public class Exam
{
    public static void main(String[] args)
    {
        int x = 100;
    }
}
```

In the example given, we have five (5) identifiers namely:

1. **Exam**: class name.
2. **main**: method name.
3. **String**: predefined class name.
4. **args**: variable name.
5. **x**: variable name.

Guidelines for Defining Java Identifiers

There are few guidelines for determining a valid java identifier. These are guides that must be followed,

otherwise an error will occur (compile-time error). These are also valid for other languages like C, C++.

- The only permitted for Java identifiers are all alphabet letters ([**A-Z**], [**a-z**], numbers [**0-9**]), '\$' (dollar sign) and '_' (underscore). For example, "good%" is not a java identifier because it contains '%' special character.
- Identifiers should **not** begin with numbers 0 to 9. For example, "456iloveyou" is a not a true identifier.
- Identifiers are also **case-sensitive**.
- There is no exact length of the identifier but it is ideal to use a 4 – 15 letters only.
- **Reserved Words** can't be used as Java identifier. For instance, "double **class** = 100;" is not a valid statement as **class** is a reserved word. It has 53 Java reserved keywords.

Examples of valid identifiers :

- | | |
|----------|-------------------|
| • MyLove | • a4 |
| • MYLOVE | • _mylove |
| • mylove | • \$mylove |
| • z | • total _of_array |
| • a | • hello143 |
| • z2 | |

Examples of invalid identifiers :

- My Love // has white space
- 456hello // start with a number
- a+b // plus sign is not an alphanumeric letter
- love-2 // hyphen is not an alphanumeric letter
- Mr_&_Mrs // ampersand is not an alphanumeric letter

Java Keywords

In Java programming, there are special or reserved keywords used intended for the compiler only because it has special meaning. For example:

double grade;

Here, **double** is a keyword. It indicates that the variable **grade** is of integer type (32-bit signed two's complement integer).

You cannot use keywords like **double**, **char**, **boolean**, etc as java identifiers because they are part of the Java programming language reserved keywords . The complete list of all keywords in Java programming and its description are as follows:

Keyword	Description
<u><i>abstract</i></u>	It is used for classes and methods: A non-access modifier
<i>assert</i>	For removing error; debugging
<u><i>boolean</i></u>	It only save true and false values; A data type
<u><i>break</i></u>	Remove or separate f a loop or a switch block
<u><i>byte</i></u>	It save whole numbers from -128 and 127 ; A data type
<u><i>case</i></u>	Marks a block of code in switch statements
<u><i>catch</i></u>	Captures exceptions produced by try statements
<u><i>char</i></u>	It saves a single character; A data type
<u><i>class</i></u>	States a class
<u><i>continue</i></u>	Remains until the next iteration of a loop
<i>const</i>	Specifies a constant. Not in use - use <u><i>final</i></u> instead
<u><i>default</i></u>	Defines the default block of code in a switch statement
<u><i>do</i></u>	It is Used with <i>while</i> to create a do-while loop
<u><i>double</i></u>	It save whole numbers from 1.7e-308 to 1.7e+308; A data type
<u><i>else</i></u>	It is used in conditional statements
<u><i>enum</i></u>	Refers to an enumerated (unchangeable) type
<i>exports</i>	It exports a package with a module. New in Java 9
<u><i>extends</i></u>	It extends a class
<u><i>final</i></u>	It is used for classes, attributes and methods, which makes them non-changeable ; A non-access modifier
<u><i>finally</i></u>	It will be executed no matter if there is an exception or not
<u><i>float</i></u>	It save whole numbers from 3.4e-038 to 3.4e+038; A data type
<u><i>for</i></u>	Make a for loop
<i>goto</i>	It has no use or function
<u><i>if</i></u>	Creates a conditional statement
<u><i>implements</i></u>	Apply an interface
<u><i>import</i></u>	Used to express a package, class or interface
<u><i>instanceof</i></u>	Determine whether an object is an example of a specific class or an interface
<u><i>int</i></u>	It save whole numbers from -2147483648 to 2147483647; A data type
<u><i>interface</i></u>	Used to refer a special type of class that only has abstract methods
<u><i>long</i></u>	it save whole numbers from -9223372036854775808 to 9223372036854775808; a data type
<i>module</i>	Refers a module. New in Java 9
<i>native</i>	Defines that a method is not executed in the same Java source file
<u><i>new</i></u>	Produces new objects
<u><i>package</i></u>	Refers a package
<u><i>private</i></u>	It is used for attributes, methods and constructors, making them only available within the declared class; An access modifier

<u>protected</u>	It is used for attributes, methods and constructors, making them available in the same package and subclasses; An access modifier
<u>public</u>	It is used for classes, attributes, methods and constructors, making them available by any other class; an access modifier
requires	Specifies required libraries inside a module. New in Java 9
<u>return</u>	It is used to reciprocate a value from a method
<u>short</u>	Save whole numbers from -32768 to 32767
<u>static</u>	It used for methods and attributes. It can be used without making an object of a class
strictfp	Limit the precision and rounding of floating point calculations
<u>super</u>	Pertains to superclass (parent) objects
<u>switch</u>	Chooses one of many code blocks to be executed
synchronized	it defines that methods can only be accessed by one thread at a time; A non-access modifier
<u>this</u>	Pertains to the current object in a method or constructor
<u>throw</u>	Produces or creates a custom error
<u>throws</u>	It shows what exceptions may be thrown by a method
transient	It defines that a feature or an attribute is not part of an object's persistent state; A non-access modifier
<u>try</u>	It provides a try...catch statement
var	It states a variable. New in Java 10
<u>void</u>	Defines that a method must not have a return value
volatile	Shows that an attribute is not cached thread-locally, and is often read from the "main memory"
<u>while</u>	It is used to create a while loop

Note: The words like *true*, *false*, and *null* are not keywords because they are literals that cannot be used as identifiers.

Learning Competency with Code

1. Define what Java identifiers are and identify its guidelines.
2. List the different Java keywords

Exercises/Activities

Check our Google Classroom for the activities

References for Learners

<https://www.geeksforgeeks.org/java-identifiers/>

https://www.w3schools.com/java/java_ref_keywords.asp

<https://www.programiz.com/java-programming/keywords-identifiers>

JEDI Course Notes-Intro1-MasterDocument.pdf

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Exercises/Activities

Activity 1: IDENTIFICATION.

Tell whether the following are **VALID** or **INVALID** Java identifiers. Type your answer in the Private Comment section of our Google Classroom

- | | | |
|-------------|-----------------|-------------|
| 1. Null | 5. Hi and hello | 9. Num 28 |
| 2. mysalary | 6. Happy | 10. \$srnhs |
| 3. X100 | 7. __iloveyou | |
| 4. 456Anna | 8. 143baby | |

Activity 2: MODIFIED TRUE OR FALSE.

Read each statement and tell whether the following is **true** or **false**. Type your answer in the Private Comment section of our Google Classroom. If **False** write the correct answer. No.1 is done for you.

- _____ false- identifiers 1. Reserved keywords can't be used as an **literals**.
- _____ 2. Abstract, case and return are examples of **identifiers**.
- _____ 3. Identifiers should **not** start with numbers ([0-9])
- _____ 4. " my LOVE " is not valid identifier because it has a white space.
- _____ 5. There is no limit on the length of the identifier but it is recommended to use a length of **1-100** letters only.
- _____ 6. **Identifiers** represent names of variables, methods, classes, etc.
- _____ 7. **My name** is not a valid identifier.
- _____ 8. Mr & Mrs. is an example of **valid** identifier.
- _____ 9. Identifiers are **case-sensitive**.
- _____ 10. There are **50** reserved words in Java.

Activity 3: IDENTIFICATION

Identify the Java keywords being described on each number. Choose the answer inside the box and type your answer in the Private Comment section of our Google Classroom

<i>throws</i>	<i>void</i>	<i>enum</i>	<i>Boolean</i>	<i>while</i>
<i>new</i>	<i>class</i>	<i>continue</i>	<i>var</i>	<i>void</i>
				<i>return</i>

- _____ 1. States what exceptions may be thrown by a method_
- _____ 2. It can only save true and false values_
- _____ 3. Indicates an enumerated (unchangeable) type_
- _____ 4. Makes new objects
- _____ 5. States a class_
- _____ 6. Remains until the next iteration of a loop_

- _____ 7. States a variable. New in Java 10
- _____ 8. Makes a while loop_
- _____ 9. Defines that a method should not have a return value
- _____ 10. Ended the execution of a method, and can be used to return a value from a method.

Reflection

What are the importance of rules or guidelines in using Java identifiers? How is Java keywords differ from Java identifiers?
