Key Words In Java  
**Data type keywords:**  
byte – defines an 8-bit integer  
short – defines a 16-bit integer  
int – defines a 32-bit integer  
long – defines a 64-bit integer  
float – defines a 32-bit floating point number  
double – defines a 64-bit floating point number  
char – defines a single 16-bit Unicode character  
boolean – defines a true or false value.

**Control flow keywords:**  
if – runs a block of code if a condition is true  
else – runs a block of code if the condition is false  
switch – lets you choose one case out of many  
case – defines each branch inside a switch  
default – defines the block that runs if no case matches  
while – repeats a block while a condition is true  
do – runs a loop once before checking the condition  
for – repeats a block a set number of times  
break – stops a loop or switch immediately  
continue – skips to the next loop iteration  
return – exits a method and optionally sends back a value  
yield – returns a value from a switch expression (Java 13+)

**Access modifiers:**  
public – visible to all classes  
private – visible only within the same class  
protected – visible in the same package and subclasses  
(default / no keyword) – visible only within the same package  
  
  
  
  
  
**Class and object keywords:**  
class – defines a class  
interface – defines an interface  
enum – defines a set of fixed constants  
extends – lets a class inherit another class  
implements – lets a class implement an interface  
this – refers to the current object  
super – refers to the superclass or its constructor  
new – creates a new object  
abstract – defines a class or method that must be completed by a subclass  
final – prevents inheritance or modification  
static – means a member belongs to the class, not an instance  
synchronized – controls thread access to code  
volatile – marks a variable as being modified by multiple threads  
transient – prevents a variable from being saved during serialization

**Exception handling keywords:**  
try – wraps code that might throw an exception  
catch – handles exceptions thrown in try  
finally – runs after try/catch, always executes  
throw – manually throws an exception  
throws – declares exceptions that a method might throws # #

**Package and import keywords:**  
package – defines a package (namespace)  
import – brings in other classes or packages

**Object reference keywords:**  
null – represents no object reference  
instanceof – tests whether an object belongs to a certain class