RESERVED WORDS IN JAVA

Keyword	Contextual Description
abstract	Used in a class definition to specify that a class is not to be instantiated, but rather inherited by other classes
boolean	Refers to an expression or variable that can have only a true or false value
break	Terminates processing of a **switch** statement or loop
byte	A sequence of eight bits
case	Used in a **switch** statement to specify a match for the statement's expression
catch	Used to specify the actions to be taken when an exception occurs (see **throw, try**)
char	Declares objects whose values are characters
class	Construct new types to describe data and operations
continue	Used in a loop statement to transfer control to the beginning of the loop
default	Used in a **switch** statement to handle expression values not specified using **case**
do	Marks the beginning of a **do-while** statement
double	Declares objects whose values are double precision real numbers
else	Used as the alternative action of an **if** statement
extends	Used to specify that a subclass inherits the methods of a superclass
final	An entity that is defined once and cannot be changed or derived from later
finally	Executes a block of statements regardless of whether a Java Exception, or run time error, occurred in a block defined previously by the "**try**" keyword
float	Declares a primitive data type whose values are single precision real numbers
for	Marks the beginning of a **for** statement
if	Marks the beginning of an **if** statement
implements	Optionally included in the class declaration to specify any interfaces that are implemented by the current class
import	Used at the beginning of a source file that can specify classes or entire packages to be referred to later without including their package names in the reference
instanceof	tests whether the run-time type of its first argument is assignment compatible with its second argument
int	Declares objects whose values are integer numbers
interface	used to define a collection of method definitions and constant values
long	Used to declare a primitive data type with values that range from
new	Allocates memory dynamically at run-time
package	A group of types
private	Declares **class** members that are inaccessible from outside of the **class**
protected	Declares **class** members that are **private**, except to derived classes
public	Declares **class** members that can be accessed outside of the **class**
return	Terminates a function, usually returning the value of some expression
short	Used to declare 16-bit integer numbers
static	Declares objects whose lifetime is the duration of the program
super	Used to access members of a class inherited by the class in which it appears
switch	Marks the beginning of a switch statement
synchronized	When applied to a method or code block, guarantees that at most one thread at a time executes that code
this	Used with a **class** member to unambiguously access other members of the **class**
throw	Used to generate an exception (see **catch**, **try**)
throws	Used in method declarations that specify which exceptions are not handled within the method but rather passed to the next higher level of the program
try	Used to mark the beginning of a block containing exception handlers (see **catch**)
void	Used to indicate the absence of any type (for a function or parameter list)
while	Marks the beginning of a **while** statement, as well as the end of a **do-while** statement