\*\* Write down the 57 keywords in the Java programming language and state their uses

1. abstract: Used to declare abstract classes and methods.  
  
2. assert: Used for debugging purposes to ensure that a condition is true.  
  
3. boolean: A primitive data type representing true or false values.  
  
4. break: Used to exit a loop or switch statement.  
  
5. byte: A primitive data type representing 8-bit signed integers.  
  
6. case: Used in switch statements to specify a value to match.  
  
7. catch: Used to handle exceptions in a try-catch block.  
  
8. char: A primitive data type representing 16-bit Unicode characters.  
  
9. class: Used to declare a new class.  
  
10. const: Not used in Java (reserved for future use).  
  
11. continue: Used to skip the current iteration of a loop.  
  
12. default: Used in switch statements to specify a default action.  
  
13. do: Used to declare a do-while loop.  
  
14. double: A primitive data type representing 64-bit floating-point numbers.  
  
15. else: Used in if-else statements to specify an alternative action.  
  
16. enum: Used to declare an enumeration (a set of named values).  
  
17. exports: Used in modules to specify which packages are exported.  
  
18. extends: Used to specify that a class inherits from another class.  
  
19. final: Used to declare a variable, method, or class that cannot be modified.  
  
20. finally: Used in try-catch-finally blocks to specify a block of code that always runs.  
  
21. float: A primitive data type representing 32-bit floating-point numbers.  
  
22. for: Used to declare a for loop.  
  
23. goto: Not used in Java (reserved for future use).  
  
24. if: Used to declare an if statement.  
  
25. implements: Used to specify that a class implements an interface.  
  
26. import: Used to import classes or packages from other modules.  
  
27. instanceof: Used to check if an object is an instance of a particular class.  
  
28. int: A primitive data type representing 32-bit signed integers.  
  
29. interface: Used to declare an interface.  
  
30. long: A primitive data type representing 64-bit signed integers.  
  
31. native: Used to declare a method that is implemented in native code.  
  
32. new: Used to create a new instance of a class.  
  
33. package: Used to declare a package.  
  
34. private: Used to declare a private member (method or variable) of a class.  
  
35. protected: Used to declare a protected member (method or variable) of a class.  
  
36. public: Used to declare a public member (method or variable) of a class.  
  
37. return: Used to specify the value returned by a method.  
  
38. short: A primitive data type representing 16-bit signed integers.  
  
39. static: Used to declare a static member (method or variable) of a class.  
  
40. strictfp: Used to declare a method or class that uses strict floating-point semantics.  
  
41. super: Used to access the members of a superclass.  
  
42. switch: Used to declare a switch statement.  
  
43. synchronized: Used to declare a synchronized method or block.  
  
44. this: Used to access the current object.  
  
45. throw: Used to throw an exception.  
  
46. throws: Used to declare the exceptions that a method may throw.  
  
47. transient: Used to declare a variable that is not serialized.  
  
48. try: Used to declare a try-catch block.  
  
49. void: Used to declare a method that does not return a value.  
  
50. volatile: Used to declare a variable that may be accessed by multiple threads.  
  
51. while: Used to declare a while loop.  
  
52. sealed: Used to declare a sealed class or interface (Java 15+).  
  
53. non-sealed: Used to declare a non-sealed class or interface (Java 15+).  
  
54. opens: Used in modules to specify which packages are opened for reflection.  
  
55. permits: Used in sealed classes to specify which subclasses are permitted.  
  
56. requires: Used in modules to specify which modules are required.  
  
57. yields: Used in switch expressions to specify the value yielded by the expression (Java.)

\*\* Type out the “Public static void main (string[] args)” code for running a program in a Notepadd++ database 20 times

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