1. Data Types:

- `int`

- `float`

- `double`

- `char`

- `boolean`

- `byte`

- `short`

- `long`

2. Control Flow:

- `if`

- `else`

- `switch`

- `case`

- `default`

- `while`

- `do`

- `for`

- `break`

- `continue`

- `return`

3. Modifiers:

- `public`

- `private`

- `protected`

- `static`

- `final`

- `abstract`

- `synchronized`

- `volatile`

- `transient`

4. Class and Object:

- `class`

- `interface`

- `extends`

- `implements`

- `new`

- `this`

- `super`

5. Exception Handling:

- `try`

- `catch`

- `finally`

- `throw`

- `throws`

6. Packages and Imports:

- `package`

- `import`

7. Others:

- `void`

- `null`

- `true`

- `false`

- `instanceof`

- `enum`

- `assert`

- `native`

- `strictfp`

- `goto` (not used but reserved)

- `const` (not used but reserved)