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***KEYWORDS***

| **#** | **Keyword** | ***Description*** |
| --- | --- | --- |
| 1 | Abstract | Used to declare a class or method as abstract |
| 2 | Assert | Used for debugging to test assumptions |
| 3 | Boolean | Declares a variable of type boolean |
| 4 | Break | Exits a loop or switch |
| 5 | Byte | 8-bit integer data type |
| 6 | Case | Defines a branch in a switch statement |
| 7 | Catch | Catches exceptions generated by try statements |
| 8 | Char | 16-bit Unicode character data type |
| 9 | Class | Defines a class |
| 10 | Const | Reserved but **not used** |
| 11 | Continue | Skips the current iteration of a loop |
| 12 | Default | Specifies the default block in a switch or interface |
| 13 | Do | Used in do-while loops |
| 14 | Double | 64-bit floating-point data type |
| 15 | Else | Executes an alternative if condition is false |
| 16 | Enum | Defines a set of named constants |
| 17 | Extends | Indicates inheritance from a superclass |
| 18 | Final | Denotes constants, prevents overriding or inheritance |
| 19 | Finally | Executes code after try-catch block (always runs) |
| 20 | Float | 32-bit floating-point data type |
| 21 | For | Used to start a for loop |
| 22 | Goto | Reserved but **not used** |
| 23 | If | Executes code if a condition is true |
| 24 | Implements | Used by classes to implement an interface |
| 25 | Import | Imports packages or classes |
| 26 | Instanceof | Tests whether an object is an instance of a class |
| 27 | Int | 32-bit integer data type |
| 28 | Interface | Declares an interface |
| 29 | Long | 64-bit integer data type |
| 30 | Native | Specifies that a method is implemented in native code |
| 31 | New | Creates new objects |
| 32 | Null | Literal representing null reference |
| 33 | Package | Defines a package |
| 34 | Private | Access modifier — visible only within the same class |
| 35 | Protected | Access modifier — visible within package and subclasses |
| 36 | Public | Access modifier — visible to all classes |
| 37 | Return | Returns a value from a method |
| 38 | Short | 16-bit integer data type |
| 39 | Static | Denotes class-level members |
| 40 | Strictfp | Ensures consistent floating-point calculations |
| 41 | Super | Refers to superclass methods or constructors |
| 42 | Switch | Executes one case from multiple options |
| 43 | Synchronized | Used for thread synchronization |
| 44 | This | Refers to the current class instance |
| 45 | Throw | Used to throw an exception |
| 46 | Throws | Declares exceptions a method might throw |
| 47 | Transient | Prevents serialization of a variable |
| 48 | Try | Starts a block of code to test for exceptions |
| 49 | Void | Specifies no return type |
| 50 | Volatile | Marks a variable that may be changed by threads |
| 51 | Whiles | Starts a while loop |
| 52 | \_ | Reserved keyword (since Java 9, cannot be used as identifier) |
| 53 | Var | Local variable type inference (since Java 10) |
| 54 | Yield | Used in switch expressions (since Java 13) |
| 55 | Record | Defines immutable data classes (since Java 14) |
| 56 | Sealed | Restricts which classes can extend or implement it (since Java 15) |
| 57 | Permits | Works with sealed classes to specify allowed subclasses |