Keywords

abstract	default	goto	package	this
assert	do	if	private	throw
boolean	double	implements	protected	throws
break	enum	import	public	transient
byte	else	instanceof	return	true
case	extends	int	short	try
catch	false	interface	static	void
char	final	long	strictfp	volatile
class	finally	native	super	while
const	float	new	switch	
continue	for	null	synchronized	

Types (Data Types)

- A type identifies a set of values (and their representation in memory) and a set of operations that transform these values into other values of that set.
- Java is strongly typed language

Types

- Primitive Types
- User-defined Types

Primitive Type

Primitive Type	Size
boolean	implementation dependent
char	16 bits (stores unicode)
byte	8 bits
short	16 bits
int	32 bits
long	64 bits
float	32 bits
double	64 bits

Variables

- Examples:
  - int counter;
  - double temp;
  - String name;
  - int[ ] ages;
  - char letters[ ];

Constants

- **integer** constant consists of a sequence of digits
- If the constant is to represent a long integer value, it must be suffixed with an uppercase L or lowercase l.
- If there is no suffix the constant represents a 32 bit integer (an int).

Constants

- **Integer** constant can be specified in the decimal, hexadecimal, octal or binary format
  - 127
  - 0x7f
  - 0177
  - 0b01101100