### **REGEX WORD VERIFICATION:**

```
import java.util.Scanner;
import java.util.regex.Pattern;
public class ConstantChecker {
 public static void main(String[] args) {
   Scanner scanner = new Scanner(System.in);
   System.out.print("Enter a word: ");
   String input = scanner.nextLine();
   // Unique regex patterns
   String stringConstant = "^\"[^\"]*\"$"; // Matches "Hello", "123"
   String intConstant = "^[+\-^]?\d+$"; // Matches +10, -5, ^42
   String floatConstant = "^[+\-^]?\d^*\.\d^*; // Matches -3.14, .75, ^1.0
   String charConstant = "^'.'$";
                                            // Matches 'a', '5', '\n'
   String booleanConstant = "^(True|False|true|false)$"; // Matches True, False
   // Check input and verify using regex patterns and library
   if (Pattern.matches(stringConstant, input)) {
     System.out.println("This is a String Constant.");
   } else if (Pattern.matches(intConstant, input)) {
     System.out.println("This is an Integer Constant.");
   } else if (Pattern.matches(floatConstant, input)) {
```

```
System.out.println("This is a Float Constant.");
} else if (Pattern.matches(charConstant, input)) {
    System.out.println("This is a Char Constant.");
} else if (Pattern.matches(booleanConstant, input)) {
    System.out.println("This is a Boolean Constant.");
} else {
    System.out.println("Unknown input type.");
}

scanner.close();
}
```

# UNIQUE KEYWORD FOR DEFINING A CONSTANT

## "SEAL"

#### **Declaring a Constant**

seal num PI = 3.14159; seal num MAX\_USERS = 100;

## Sealing a Class (Like Java's final class)

seal class Config {
 seal num timeout =
5000;

}

#### **Sealing a Function**

seal function

getAppName() {

return "MyApp";

}