for data types

byte

The “byte” Java keyword is used to declare a variable as a numeric type. A byte value can hold 8 bits (a byte holds eight bits signed integer) an integer number of the primitive data type. This ranges from -128 to 127.

short

The short keyword is used to declare a field that can hold a 16-bit signed two's complement integer. This keyword is also used to declare that a method returns a value of the primitive type short . Used to declare a field, method, or inner class as a class field.

int

The int keyword is used to declare a variable that can hold a 32-bit signed two's complement integer. This keyword is also used to declare that a method returns a value of the primitive type int.

long

long is a Java keyword which is used to declare a variable as a numeric type. A long value can hold a 64-bit integer number which ranges from -263 to 263-1.

float

The float keyword is used to declare a variable that can hold a 32-bit single precision IEEE 754 floating-point number. This keyword is also used to declare that a method returns a value of the primitive type float .

double

The double keyword is used to declare a variable that can hold a 64-bit double precision IEEE 754 floating-point number. This keyword is also used to declare that a method returns a value of the primitive type double .

char

char is a keyword. It defines a character primitive type. char can be created from character literals and numeric representation. Character literals consist of a single quote character ( ' ) (ASCII 39, hex 0x27), a single character, and a close quote ( ' ), such as 'w' .

boolean

In Java, the boolean keyword is a primitive data type. It is used to store only two possible values, either true or false. It specifies 1-bit of information and its "size" can't be defined precisely. The boolean keyword is used with variables and methods.

flow control

if

In Java if keyword is used to if statement to test the boolean expression. It indicates conditional execution of a block. The condition must be evaluated to a boolean value. An if statement may have an optional else clause containing code that is executed when the condition is false.

else

The else statement specifies a block of Java code to be executed if a condition is false in an if statement. Java has the following conditional statements: Use if to specify a block of code to be executed, if a specified condition is true.

switch

switch is a Java keyword. It is a branching operation, based on a number. The 'number' must be either char , byte , short , or int primitive type.

Case

The Java case keyword is a conditional label which is used with the switch statement. It contains a block of code which is executed only when the switch value matches with the case. A switch statement can contain multiple case labels. Each case label must hold a different value.

default

A Java default keyword is an access modifier. If you didn't assign any access modifier to variables, methods, constructors and, classes, by default, it is considered as default access modifier.

for

The for keyword is used to create a for loop, which specifies a variable initialization, a boolean expression, and an incrementation. The variable initialization is performed first, and then the boolean expression is evaluated. If the expression evaluates to true, the block of statements associated with the loop are executed, and then the incrementation is performed. The boolean expression is then evaluated again; this continues until the expression evaluates to false.

do

The do keyword is used together with while to create a do-while loop. The while loop loops through a block of code as long as a specified condition is true : The do/while loop is a variant of the while loop.

while

The while keyword is used to create a while loop, which tests a boolean expression and executes the block of statements associated with the loop if the expression evaluates to true ; this continues until the expression evaluates to false . This keyword can also be used to create a do-while loop; see do .

break

Break keyword is often used inside loops control structures and switch statements. It is used to terminate loops and switch statements in java. When the break keyword is encountered within a loop, the loop is immediately terminated and the program control goes to the next statement following the loop.

continue

continue can be used to immediately jump to the next iteration of the loop (or exit the loop if the loop condition no longer holds). The remaining code in the current iteration is skipped.

return

Java return keyword is used to complete the execution of a method. The return followed by the appropriate value that is returned to the caller. This value depends on the method return type like int method always return an integer value.

modifiers

public

public is a Java keyword which declares a member's access as public. Public members are visible to all other classes. This means that any other class can access a public field or method. Further, other classes can modify public fields unless the field is declared as final.

private

The private keyword is an access modifier used for attributes, methods and constructors, making them only accessible within the declared class.

protected

The protected keyword is an access modifier used for attributes, methods and constructors, making them accessible in the same package and subclasses.

static

The static keyword in Java is used to share the same variable or method of a given class. The users can apply static keywords with variables, methods, blocks, and nested classes. The static keyword belongs to the class than an instance of the class.

final

Java final keyword is a non-access specifier that is used to restrict a class, variable, and method. If we initialize a variable with the final keyword, then we cannot modify its value. If we declare a method as final, then it cannot be overridden by any subclasses.

abstract

The abstract keyword is used to achieve abstraction in Java. It is a non-access modifier which is used to create abstract class and method. The role of an abstract class is to contain abstract methods. However, it may also contain non-abstract methods.

synchronized

Synchronized blocks in Java are marked with the synchronized keyword. A synchronized block in Java is synchronized on some object. All synchronized blocks synchronize on the same object can only have one thread executing inside them at a time.

native

The native keyword in Java is applied to a method to indicate that the method is implemented in native code using JNI (Java Native Interface). The native keyword is a modifier that is applicable only for methods, and we can't apply it anywhere else.

strictfp

strictfp is a keyword in java used for restricting floating-point calculations and ensuring same result on every platform while performing operations in the floating-point variable.

transient

The transient keyword in Java is used to avoid serialization. If any object of a data structure is defined as a transient , then it will not be serialized. Serialization is the ​process of converting an object into a byte stream.

volatile

Volatile keyword is used to modify the value of a variable by different threads. The volatile keyword does not cache the value of the variable and always read the variable from the main memory. The volatile keyword cannot be used with classes or methods. However, it is used with variables.

exception handling

try

The try keyword is used to open a block of code that potentially throw exceptions. There can be no catch block without a preceeding try block, which means that if an exception is thrown outside of a try block, it can't be caught and it will cause the method to return exceptionally.

catch

The catch keyword catches exceptions generated by try statements. The catch statement allows you to define a block of code to be executed, if an error occurs in the try block.

finally

What Is finally? finally defines a block of code we use along with the try keyword. It defines code that's always run after the try and any catch block, before the method is completed. The finally block executes regardless of whether an exception is thrown or caught.

throw

The throw keyword is used to create a custom error.The throw statement is used together with an exception type. There are many exception types available in Java: ArithmeticException, ClassNotFoundException, ArrayIndexOutOfBoundsException, SecurityException, etc.The exception type is often used together with a custom method.

throws

The Java throws keyword is used to declare an exception. It gives an information to the programmer that there may occur an exception. So, it is better for the programmer to provide the exception handling code so that the normal flow of the program can be maintained.

assert

assert is a Java keyword used to define an assert statement. An assert statement is used to declare an expected boolean condition in a program. If the program is running with assertions enabled, then the condition is checked at runtime. If the condition is false, the Java runtime system throws an AssertionError.

class related

class

The class keyword is used to declare a new Java class, which is a collection of related variables and/or methods. Classes are the basic building blocks of object−oriented programming. A class typically represents some real−world entity such as a geometric Shape or a Person.

package

package is a Java keyword. It declares a 'name space' for the Java class. It must be put at the top of the Java file, it should be the first Java statement line. To ensure that the package name will be unique across vendors, usually the company url is used starting in backword.

import

import is a Java keyword. It declares a Java class to use in the code below the import statement. Once a Java class is declared, then the class name can be used in the code without specifying the package the class belongs to. Use the '\*' character to declare all the classes belonging to the package.

extends

The extends keyword in Java indicates that the child class inherits or acquires all the properties of the parent class. This keyword basically establishes a relationship of an inheritance among classes.

implements

The implements keyword is used to implement an interface . The interface keyword is used to declare a special type of class that only contains abstract methods. To access the interface methods, the interface must be "implemented" (kinda like inherited) by another class with the implements keyword (instead of extends ).

interface

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Object related keywords,

new

The Java new keyword is used to create an instance of the class. In other words, it instantiates a class by allocating memory for a new object and returning a reference to that memory.

instanceof

Java instanceof is a keyword. It is a binary operator used to test if an object (instance) is a subtype of a given Type. It returns either true or false. It returns true if the left side of the expression is an instance of the class name on the right side.

super

The super keyword in Java is a reference variable which is used to refer immediate parent class object. Whenever you create the instance of subclass, an instance of parent class is created implicitly which is referred by super reference variable.

this

The this keyword refers to the current object in a method or constructor. The most common use of the this keyword is to eliminate the confusion between class attributes and parameters with the same name (because a class attribute is shadowed by a method or constructor parameter).