Identifiers in Java

Identifiers are the names used in Java programs to identify elements such as classes, methods, variables, etc.

Example

```
1 // BasicSyntax.java
2 class BasicSyntax {
3    public static void main(String[] args) {
4         System.out.println("Good Night !! Friends");
5    }
6 }
```

Identifiers in the above example:

- BasicSyntax User-defined class name
- System, String Predefined classes from the Java API
- main(), println() Predefined methods
- args User-defined variable (parameter)
- out Predefined variable (member of System class)

Rules for Writing Identifiers

1. Allowed Characters:

- Lowercase alphabets: a-z
- Uppercase alphabets: A-Z
- Digits: 0-9
- Special characters: \$ and ___

2. Starting Character Restrictions:

- Identifiers must not start with a digit.
 - o V Sambit22
 - o X 22Sambit

3. Reserved Keywords:

• Reserved Java keywords cannot be used as identifiers.

```
class Sambit { ... }
class void { ... }, class if {
... }
```

4. Case Sensitivity:

• Java identifiers are case-sensitive.

```
    Sambit, sambit — different identifiers
    Switch (valid identifier), X switch (keyword)
```

5. Special Notes:

A standalone underscore () is not allowed as of Java 9.

```
 / _name / _
```

Spaces are not permitted in identifiers.

```
o X class Sambit Sagar { ... }
```

ASCII Values Reference

ASCII (American Standard Code for Information Interchange) assigns numeric codes to characters:

• Uppercase: (A-Z) → (65-90)

• Lowercase: a-z → 97-122

• Digits: 0-9 → 48-57

Case Sensitivity Example:

Character	ASCII Decimal	ASCII Binary
1	73	01001001
i	105	01101001
f	102	01100110

If and if are different due to their distinct ASCII values.

Camel Case Convention

Java follows the **Camel Case** convention for naming identifiers:

- No spaces or separators.
- The first word starts with a lowercase letter.
- Each subsequent word starts with an **uppercase** letter.

Examples:

- functionName
- longerFunctionName
- evenLongerFunctionName