Basics:

1. Identifiers
2. Reserved Words
3. Data Types
4. Literals
5. Arrays
6. Types of Variables
7. Var-arg methods
8. Main method
9. Command line arguments
10. Java coding standards
11. Identifers:

Any name (Class name, method name, variable name, label name ….) in java programs which can be used for identifying purpose.

Ex:

Class Test{

Public static void main(String[] args){

Int I = 0;

}

}

In above code there are 5 identifiers are there

1. Test (Class name)
2. Main (Method name)
3. String – is pre-defined name in java)
4. args – Array nae
5. I – variable name