**Homework**

**JAVA KEYWORDS**

1. **boolean**

*boolean* keyword is used to define *boolean* type variables. *boolean* type variables can hold only two values – either *true* or *false*.

|  |  |
| --- | --- |
| 1 | boolean isActive = true; |

1. **char**

*char* keyword is used to declare primitive *char* type variables. *char* represents the characters in java.

|  |  |
| --- | --- |
| 1  2  3  4  5 | char a = 'A';    char b = 'B';    char c = 'C'; |

1. **float**

*float* keyword indicates primitive *float* type of variables.

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13 | public class MainClass  {      public static void main(String[] args)      {          float f1 = 45.26f;            float f2 = 84.25f;            float f3 = f2 - f1;            System.out.println(f3);      }  } |

1. [**switch**](https://www.w3schools.com/java/ref_keyword_switch.asp)

Selects one of many code blocks to be executed

int day = 4;  
switch (day) {  
  case 1:  
    System.out.println("Monday");  
    break;  
  case 2:  
    System.out.println("Tuesday");  
    break;  
  case 3:  
    System.out.println("Wednesday");  
    break;  
  case 4:  
    System.out.println("Thursday");  
    break;  
  case 5:  
    System.out.println("Friday");  
    break;  
  case 6:  
    System.out.println("Saturday");  
    break;  
  case 7:  
    System.out.println("Sunday");  
    break;  
}  
// Outputs "Thursday" (day 4)

1. [**case**](https://www.w3schools.com/java/ref_keyword_case.asp)

Marks a block of code in switch statements

int day = 4;  
switch (day) {  
  case 1:  
    System.out.println("Monday");  
    break;  
  case 2:  
    System.out.println("Tuesday");  
    break;  
  case 3:  
    System.out.println("Wednesday");  
    break;  
  case 4:  
    System.out.println("Thursday");  
    break;  
  case 5:  
    System.out.println("Friday");  
    break;  
  case 6:  
    System.out.println("Saturday");  
    break;  
  case 7:  
    System.out.println("Sunday");  
    break;  
}  
// Outputs "Thursday" (day 4)

1. **if** -Tests a true/false expression and branches accordingly
2. **else** – Indicates alternative branches in an if statement
3. **default** -Specifies the default block of code in a switch statement
4. **break** – A control statement for breaking out of loops
5. **int**– A data type that can hold a 32-bit signed integer
6. **package** – Declares a Java package
7. **public** – An access specifier used for classes, interfaces, methods, and variables indicating that an item is accessible throughout the application (or where the class that defines it is accessible)
8. **static** -Indicates that a variable or method is a class method (rather than being limited to one particular object)
9. **null** -Indicates that a reference does not refer to anything
10. **void** -Specifies that a method does not have a return value
11. **new** – Creates new objects
12. **import**-References other classes
13. **short** – A data type that can hold a 16-bit integer
14. **long**– A data type that holds a 64-bit integer
15. **byte** – A data type that can hold 8-bit data values
16. **throw** – Creates an exception
17. **throws** -Indicates what exceptions may be thrown by a method
18. **super** keyword is used to access super class members inside a sub class
19. **transient**
20. **while**