57 KEY WORDS OF JAVA WITH THEIR SENTENCES

1. abstract – Declares a class or method that must be implemented by subclasses.

2. assert – Used to test assumptions in code; throws an error if false.

3. boolean – Represents true or false values.

4. break – Exits a loop or switch statement immediately.

5. byte – A 8-bit signed integer data type.

6. case – Defines a block of code in a switch statement.

7. catch – Handles exceptions in try-catch blocks.

8. char – Represents a single character.

9. class – Defines a blueprint for objects.

10. const – Reserved but not used; use final instead.

11. continue – Skips to the next iteration of a loop.

12. default – Specifies code to run if no case matches in a switch.

13. do – Starts a do-while loop.

14. double – A 64-bit floating-point number.

15. else – Executes code when if condition is false.

16. enum – Declares a fixed set of constants.

17. extends – Indicates a class is inheriting from another.

18. final – Prevents modification of variables, methods, or classes.

19. finally – Code block that always runs after try-catch.

20. float – A 32-bit floating-point number.

21. for – Starts a loop with initialization, condition, and increment.

22. goto – Reserved but not used in Java.

23. if – Executes code based on a condition.

24. implements – Indicates a class is using an interface.

25. import – Brings in external classes or packages.

26. instanceof – Checks if an object is of a certain type.

27. int – A 32-bit signed integer.

28. interface – Defines a contract of methods that classes can implement.

29. long – A 64-bit integer.

30. native – Declares a method as platform-dependent (written in C/C++).

31. new – Creates a new object or array.

32. null – Represents no value or object reference.

33. package – Declares a namespace for classes.

34. private – Restricts access to within the same class.

35. protected – Allows access within package and subclasses.

36. public – Allows access from anywhere.

37. return – Exits a method and optionally returns a value.

38. short – A 16-bit signed integer.

39. static – Belongs to the class, not instances.

40. strictfp – Restricts floating-point calculations to ensure portability.

41. super – Refers to the parent class's members.

42. switch – Selects code blocks to execute based on a value.

43. synchronized – Controls thread access to code blocks or methods.

44. this – Refers to the current object instance.

45. throw – Manually triggers an exception.

46. throws – Declares exceptions a method might throw.

47. transient – Indicates a field should not be serialized.

48. try – Defines a block to test for exceptions.

49. void – Specifies that a method returns no value.

50. volatile – Ensures a variable is read from main memory, not cached.

51. while – Starts a loop that repeats while a condition is true.

52. exports – Used in module declarations to specify which packages are accessible.

53. module – Declares a module (Java 9+).

54. non-sealed – Allows a permitted class to be extended by unknown subclasses.

55. open – Opens a module for reflection (Java 9+).

56. opens – Specifies packages in a module that are open for reflection.

57. requires – Declares dependencies on other modules.