class

}

```
Defines a class.
Example:
class Animal {
  void sound() {
     System.out.println("Animal sound");
  }
}
public
Specifies visibility as everywhere.
Example:
public class Main {
  public static void main(String[] args) {
     System.out.println("Hello");
  }
}
static
Indicates the member belongs to the class.
Example:
static int count = 0;
void
Specifies method does not return any value.
Example:
void greet() {
  System.out.println("Hello");
```

int

```
Declares an integer variable.
Example:
int age = 25;
if/else
Conditional branching.
Example:
if (age > 18) {
  System.out.println("Adult");
} else {
  System.out.println("Minor");
}
for
Loop construct.
Example:
for (int i = 0; i < 5; i++) {
  System.out.println(i);
}
while
Loop construct.
Example:
while (i < 5) {
  i++;
```

return

}

Returns value from method.

Example:
return a + b;
new
Creates an object.
Example:
Animal dog = new Animal();
this
Refers to current object.
Example:
this.name = name;
super
Refers to parent class.
Example:
super.sound();
extends
Defines inheritance.
Example:
class Dog extends Animal
implements
Implements interface.
Example:
class Bird implements Flyable

abstract

Defines abstract method/class.
Example:
abstract class Shape
final
Makes member unchangeable.
Example:
final int MAX = 100;
try/catch/finally
Exception handling.
Example:
try {} catch () {} finally {}
throw/throws
Throws exceptions.
Throws exceptions. Example:
·
Example:
Example:
Example: throw new Exception("error");
Example: throw new Exception("error"); boolean
Example: throw new Exception("error"); boolean Defines true/false.
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Example: throw new Exception("error"); boolean Defines true/false. Example: boolean flag = true;
Example: throw new Exception("error"); boolean Defines true/false. Example: boolean flag = true; switch/case
Example: throw new Exception("error"); boolean Defines true/false. Example: boolean flag = true; switch/case Multiple conditions.

package

Defines package name.

Example: package myapp; import Imports classes. Example: import java.util.*; instanceof Checks type. Example: if (a instanceof Animal) synchronized Thread-safe block. Example: synchronized void method() enum Defines constant set. Example: enum Days { MON, TUE } assert Assertion checking. Example: assert x > 0;

Calls native method.
Example:
native void start();
strictfp
Consistent floating-point behavior.
Example:
strictfp class Calc
transient
Non-serializable.
Example:
transient int temp;
volatile
Thread-safe variable.
Example:
volatile boolean flag;

Access Modifiers

public, private, protected, default

Defines accessibility of class members.

Unused

native

const, goto - reserved but not used in Java.