# Keywords (see page 14-15 in text)

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| Category/Section | Keywords |
| Type Keywords | bool, byte, sbyte, char, class, decimal, double, float, delegate, dynamic, enum, interface, object, string, struct, short, ushort, int, uint, long, ulong, void, var |
| Modifiers | public, protected, private, internal, abstract, const, event, in, out, override, readonly, sealed, static, virtual |
| Selection Keywords | if, else, switch, case, default |
| Iterator Keywords | for, foreach, do, while |
| Jump Keywords | break, continue, goto, return |
| Exception Handling Keywords | try, catch, finally |
| Arithmetic Overflow Keywords | checked, unchecked |
| Synchronization Keywords | Lock |
| Parameter Keywords | params, ref, out, in |
| Namespace Keywords | namespace, using |
| Literal Keywords | null, true, false, default |
| Object Keywords | is, as, new, typeof |
| LINQ Keywords | from, where, select, group, into, orderby, join, let, ascending, descending, on, equals, by, in |
| Other Keywords | base, get, set, value, global, implicit, explicit, operator, partial, this, yield |

Taken from “Introducing Visual Studio 2010” pg. 61