Public

Private

Static

Void

Package –

import –

new – keyword used to create new objects

Class – it declares a class

Byte – integer value 8bits

Short – integer value 16bits

Int – Integer value 32 bits long

Long – Integer value 64 bits long

Float – Float numbers 32 bits long

Double – Float numbers 64 bit

Boolean – Variable that only has two values i.e. true and false

Char – variable that has 16bit ASCII (and Unicode) characters.

If – used as test condition. Code is executed while condition is true.

Else – Alternative branch to IF statement

For – used to start a loop. Consists of three part; start condition, end condition, and iteration

While – loop. Consists of condition and statement.

Do – used as control statement in a loop.

Case

Break – Used to break loop or switch statement. Breaks flow at certain specified condition.

Switch –

Continue –