**JAVA KEYWORDS**

**1. Access Control**

* **public, private, protected** – control how accessible a class, method, or variable is from other parts of a program.

**2. Class, Object, and Interface**

* **class** – defines a blueprint for objects.
* **interface** – defines abstract methods that classes can implement.
* **extends** – used when a class inherits from another class.
* **implements** – used when a class implements an interface.
* **new** – creates a new object.
* **this** – refers to the current object.
* **super** – refers to the parent (superclass) of the current object.

**3. Data Types**

* **byte, short, int, long, float, double, boolean, char** – represent different kinds of data values (numbers, characters, true/false, etc.).

**4. Flow Control**

* **if, else** – make decisions based on conditions.
* **switch, case, default** – handle multiple possible conditions.
* **while, do, for** – repeat code (loops).
* **break, continue** – control how loops run.
* **return** – send a value back from a method.

**5. Exception Handling**

* **try, catch, finally** – handle runtime errors safely.
* **throw, throws** – send or declare exceptions in methods.

**6. Modifiers**

* **static** – makes a member belong to the class instead of an object.
* **final** – prevents modification (e.g., constant variables, unchangeable methods).
* **abstract** – defines a method or class that must be completed by subclasses.
* **synchronized** – controls access to blocks of code by multiple threads.
* **volatile, transient** – affect how variables are stored or serialized.
* **native** – indicates a method is written in another language (like C).
* **strictfp** – ensures consistent floating-point calculations across platforms.

**7. Package/Import**

* **package** – groups related classes.
* **import** – allows use of classes from other packages.

**8. Other Keywords**

* **void** – specifies that a method doesn’t return a value.
* **enum** – defines a fixed set of constants.
* **assert** – tests assumptions during debugging.
* **instanceof** – checks if an object belongs to a particular class.
* **const, goto** – reserved but not used in Java.

**9. Newer Additions (Java 10+)**

* **var** – declares a variable with inferred type.
* **record** – defines a compact class for immutable data.
* **sealed, permits, non-sealed** – control which classes can extend or implement another class.
* **yield** – returns a value from a switch expression.