Java also contains a list of reserved words or keywords. These are:

1. **abstract** -Specifies that a class or method will be implemented later, in a subclass
2. **assert** -Assert describes a predicate (a true–false statement) placed in a Java program to indicate that the developer thinks that the predicate is always true at that place. If an assertion evaluates to false at run-time, an assertion failure results, which typically causes execution to abort.
3. **boolean** – A data type that can hold True and False values only
4. **break** – A control statement for breaking out of loops
5. **byte** – A data type that can hold 8-bit data values
6. **case** – Used in switch statements to mark blocks of text
7. **catch** – Catches exceptions generated by try statements
8. **char** – A data type that can hold unsigned 16-bit Unicode characters
9. **class** -Declares a new class
10. **continue** -Sends control back outside a loop
11. **default** -Specifies the default block of code in a switch statement
12. **do** -Starts a do-while loop
13. **double** – A data type that can hold 64-bit floating-point numbers
14. **else** – Indicates alternative branches in an if statement
15. **enum** – A Java keyword used to declare an enumerated type. Enumerations extend the base class.
16. **extends** -Indicates that a class is derived from another class or interface
17. **final** -Indicates that a variable holds a constant value or that a method will not be overridden
18. f**inally** -Indicates a block of code in a try-catch structure that will always be executed
19. **float** -A data type that holds a 32-bit floating-point number
20. **for** -Used to start a for loop
21. **if** -Tests a true/false expression and branches accordingly
22. **implements** -Specifies that a class implements an interface
23. **import** -References other classes
24. **instanceof** -Indicates whether an object is an instance of a specific class or implements an interface
25. **int** – A data type that can hold a 32-bit signed integer
26. **interfac**e – Declares an interface
27. **long** – A data type that holds a 64-bit integer
28. **native** -Specifies that a method is implemented with native (platform-specific) code
29. **new** – Creates new objects
30. **null** -Indicates that a reference does not refer to anything
31. **package** – Declares a Java package
32. **private** -An access specifier indicating that a method or variable may be accessed only in the class it’s declared in
33. **protected** – An access specifier indicating that a method or variable may only be accessed in the class it’s declared in (or a subclass of the class it’s declared in or other classes in the same package)
34. **public** – An access specifier used for classes, interfaces, methods, and variables indicating that an item is accessible throughout the application (or where the class that defines it is accessible)
35. **return** -Sends control and possibly a return value back from a called method
36. **short** – A data type that can hold a 16-bit integer
37. static -Indicates that a variable or method is a class method (rather than being limited to one particular object)
38. **strictfp** – A Java keyword used to restrict the precision and rounding of floating point calculations to ensure portability.
39. **super** – Refers to a class’s base class (used in a method or class constructor)
40. **switch** -A statement that executes code based on a test value
41. **synchronized** -Specifies critical sections or methods in multithreaded code
42. **this** -Refers to the current object in a method or constructor
43. **throw** – Creates an exception
44. **throws** -Indicates what exceptions may be thrown by a method
45. **transient** -Specifies that a variable is not part of an object’s persistent state
46. **try** -Starts a block of code that will be tested for exceptions
47. **void** -Specifies that a method does not have a return value
48. **volatile** -Indicates that a variable may change asynchronously
49. **while** -Starts a while loop
50. **const** -Reserved for future use
51. **goto** – Reserved for future use