IDENTIFIERS - In Java

----------------------------------

Definition: - To identify something by using a name in java programming we use identifiers.

- An identifier is a name given to a class, method, variable and other programming elements to uniquely identify them within their context.

Navigation using command prompt

----------------------------

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\2.public\_class\src>cd ..

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\2.public\_class>cd ..

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals>cd 3.identifiers

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\3.identifiers>cd src

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\3.identifiers\src>cd ..

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\3.identifiers>cd ..

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals>cd 2.public\_class

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\2.public\_class>cd src

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\2.public\_class\src>cd ../../3.identifiers/src

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\3.identifiers\src>cd ../.../2.public\_class/src

The system cannot find the path specified.

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\3.identifiers\src>cd ../../2.public\_class/src

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\2.public\_class\src>cd ../../3.identifiers/src

G:\SomeFolderName\JavaCourseJune\1.LanguageFundamentals\3.identifiers\src>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Def: A name Java programming to identify something by using an unique name is called identifier Ex:class name, method name, variable name

Rules and possibilities for developing Identifiers

1. STANDARD: Follow the camel case while developing class name.Ex: HelloWorld, StartWithUpperLetterAndFollowTheCamelCaseWithoutAnySpaces

Note: class name is also an identifier.

2. Identifier name must not start with a digit(number). Ex:1HelloWorld, 123total ==> not possible

3. Identifier name can have a digit in the middle.Ex: Hello2World ==> possible

4. Identifier name can have a digit at the last in the identifier name. Ex: HelloWorld3 ==> possible.

5. In the identifiers except $ and \_ there are no other special characters are allowed.

Ex: \*HelloWorld ==> not possible

\_\_\_Hello\_\_\_ ==>possible

$$Hello$$ ==>possible

\_\_Hello$$ ==> possible

6. Alphabets (a-z & A-Z)

7. digits (0-9)

8. keywords cant be used as identifiers.

9. we can develop the identifier name with any length.But keep it simple and meaningful.

10. we cant have the space in the middle of the identifier.

11. we can able to use inbuilt class names and interfaces names as identifiers. even though it is valid to use predefined java class names and interface names as identifiers it is not recommended because it leads to the confusion.

12. Java identifiers are case sensitive.

Note: its possible to create a java file without any content in that file. Compilation will be success.(developing empty java file is possible), but you dont get the class file.

13. Up to Java JDK 8 we can use ‘\_’ as class name. but from Java JDK 9 we cant use \_ as class name bcz it is considered as a keyword.

14. you must not give any spaces in the middle of an identifier.