

**Name: Fardin Khan Nur**

**Id: 12421038**

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### **Java Keywords – Table Format**

Keyword	Explanation
abstract	Used with classes or methods. An abstract class cannot be used to create objects. Any abstract method must be overridden in the child class.
class	Used to define a class. A class acts as a template for creating objects and contains data members and functions.
extends	Used by a child class to inherit another class. It supports single inheritance and helps reuse existing code.
import	Used to bring classes from other packages into the program. It improves code structure and avoids writing long class names.
const	A reserved keyword in Java but not implemented. Using it causes a compile-time error. The <code>final</code> keyword is used instead.
final	Used to prevent changes. Final variables cannot be modified, and final methods cannot be overridden.
catch	Used to handle exceptions. It follows a try block and prevents the program from terminating unexpectedly.
continue	Skips the remaining code of the current loop iteration and moves control to the next iteration.
break	Skips the remaining code of the current loop iteration and moves control to the next iteration.
implements	Used by a class to apply an interface. The class must provide implementations for all

	interface methods and allows multiple inheritance.
interface	Used to achieve abstraction. It contains abstract methods that are implemented by classes.
package	Used to group related classes and interfaces together. It helps avoid name conflicts and keeps code organized.
super	Refers to parent class object. Calls parent constructor or methods. Accesses overridden members.
throw	Used to manually generate an exception. It can be used with both built-in and user-defined exceptions.
new	Used to create a new object. It allocates memory dynamically and invokes the constructor.
public	An access modifier that allows access from anywhere in the program. It has the widest visibility.
this	Refers to the current object. It helps distinguish instance variables from local variables and can call another constructor.
try	Used to enclose code that may cause an exception. It must be followed by catch or finally blocks for handling errors.
finally	A block that always executes after try-catch. It is commonly used for cleanup operations, regardless of exceptions.
protected	Allows access within the same package or through inheritance. It is more restrictive than public.
static	Belongs to the class rather than an object. Static members are shared among all objects and can be accessed without creating an object.
short	A 16-bit integer data type. Its value range is from -32,768 to 32,767.
long	A 64-bit integer data type. It is used when very large numerical values are required.