

**Name: Hasibul Islam Tamim**

**Id: 12421018**

**Semester: 4<sup>th</sup>**

**Section: A**

## **Java Keywords – Table Format**

Keyword	Explanation
abstract	Used with classes or methods. An abstract class cannot be instantiated. Abstract methods must be implemented by subclasses.
class	Used to declare a class. A class is a blueprint for objects. It contains variables and methods.
extends	Used by a subclass to inherit another class. Supports single inheritance. Reuses code.
import	Used to access classes from other packages. Helps organize code. Avoids full class names.
const	Reserved keyword in Java but not used. Final is used instead. Causes compile-time error if used.
final	Restricts modification. Final variables cannot change. Final methods cannot be overridden.
catch	Handles exceptions. Used after try block. Prevents program crash.
continue	Skips current loop iteration. Control goes to next iteration. Used inside loops.
break	Terminates loop or switch. Stops execution immediately. Control moves outside.
implements	Used by a class to implement an interface. Must define all methods. Supports multiple inheritance.
interface	Used for abstraction. Contains abstract methods. Implemented by classes.
package	Groups related classes and interfaces.

	Avoids naming conflicts. Improves organization.
super	Refers to parent class object. Calls parent constructor or methods. Accesses overridden members.
throw	Used to explicitly throw an exception. Can throw custom or built-in exceptions.
new	Creates objects. Allocates memory at runtime. Calls constructor.
public	Access modifier. Accessible from anywhere. Least restrictive.
this	Refers to current object. Differentiates instance variables. Calls current class constructor.
try	Wraps risky code. Must be followed by catch or finally. Handles exceptions safely.
finally	Always executes after try-catch. Used for cleanup code. Runs even if exception occurs.
protected	Accessible within same package or subclasses. More restrictive than public.
static	Belongs to class not object. Shared among all objects. No need to create object.
short	16-bit integer data type. Range: -32,768 to 32,767.
long	64-bit integer data type. Used for large values.