

# Chapter 12

## Identifiers



# Identifiers

- As the name suggests, they are used for **identification purpose**
- It can be a **class name, method name, or variable name**
- **NOTE: String** is a **predefined class**, so it is also considered as an **identifier**
- **Rules for defining the identifiers**
- If we don't follow the rules, we get compilation errors

```
class Student{  
    String name;  
    String studyclass;  
    int rollno;  
    double percentage;  
  
    void setStudyClass(String sc) {  
    }  
    void setRollno(int rn){  
    }  
    void setPercentage(double percentage) {  
    }  
  
    String getStudyClass(){  
        return studyclass;  
    }  
    int getRollno() {  
        return rollno;  
    }  
    double getPercentage(){  
        return percentage;  
    }  
}
```

# Rule 1

- Allowed characters are:
  - Alphanumeric characters [A-Z], [a-z], [0-9]
  - \$ dollar sign
  - \_ underscore

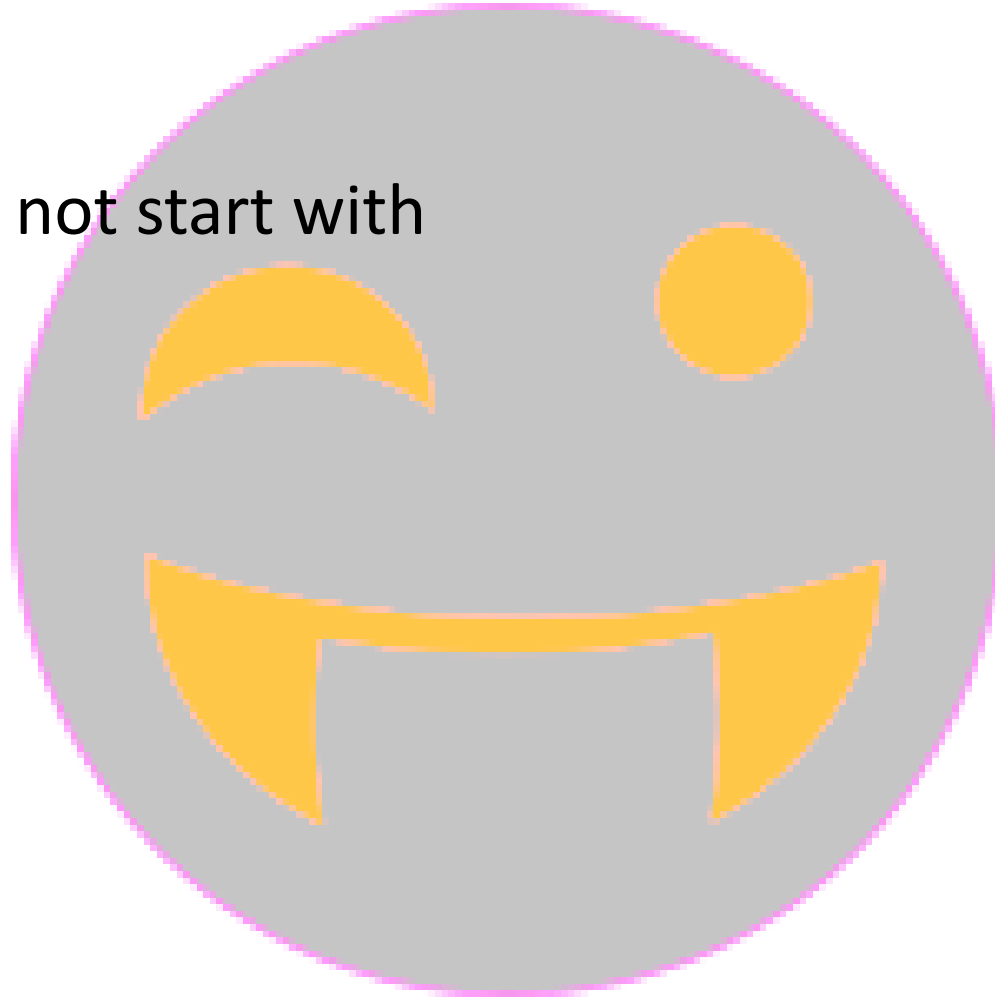
a k b l o q s u r e 6 0  
n d m 1 8 5 g p 3 w %  
t f i 7 9 \ j ? \$ z )  
c h 2 v / x 4 # ' y ^  
- + ! < ( @ & \* - = |

```
class Student{  
    String name;  
    String study@class;  
    int rollno;  
    double percentage;
```

```
Student.java:3: error: <identifier> expected  
String study@class;  
      ^  
Student.java:3: error: <identifier> expected  
String study@class;  
      ^  
2 errors
```

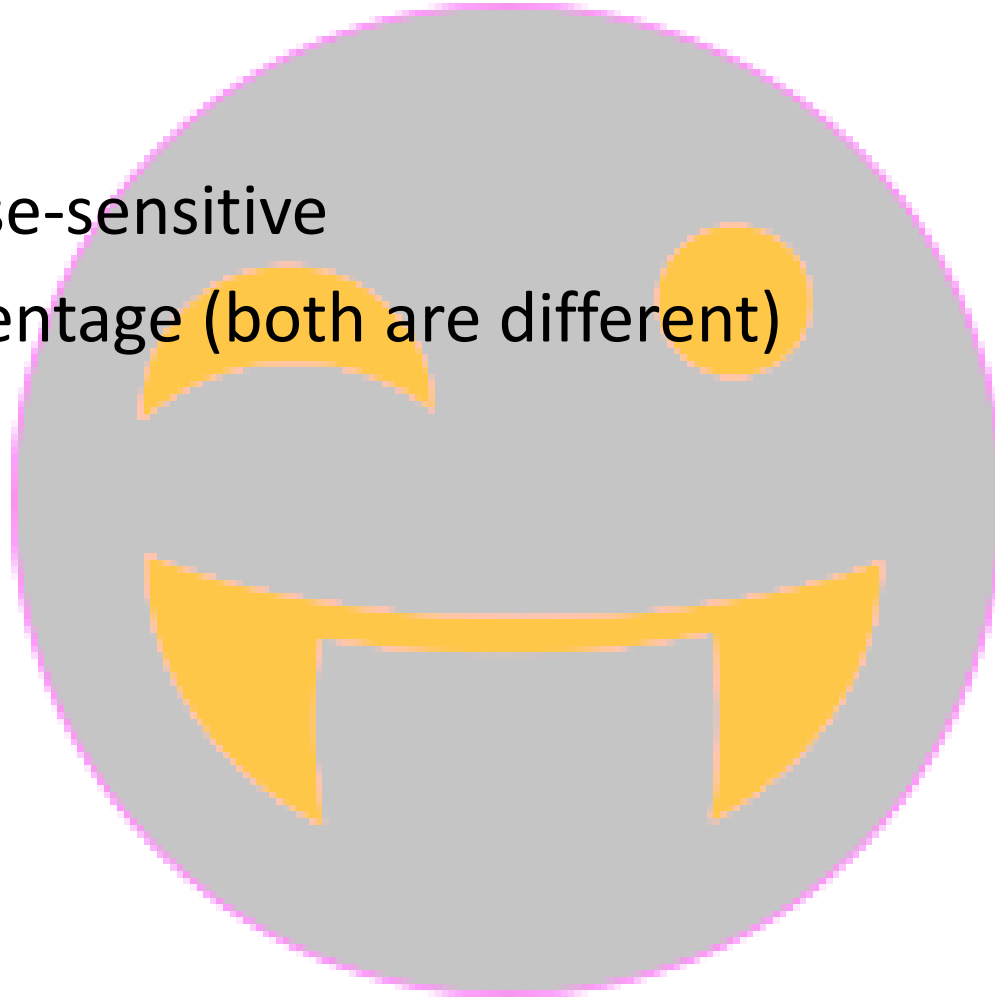
# Rule 2

- Identifiers should not start with digit



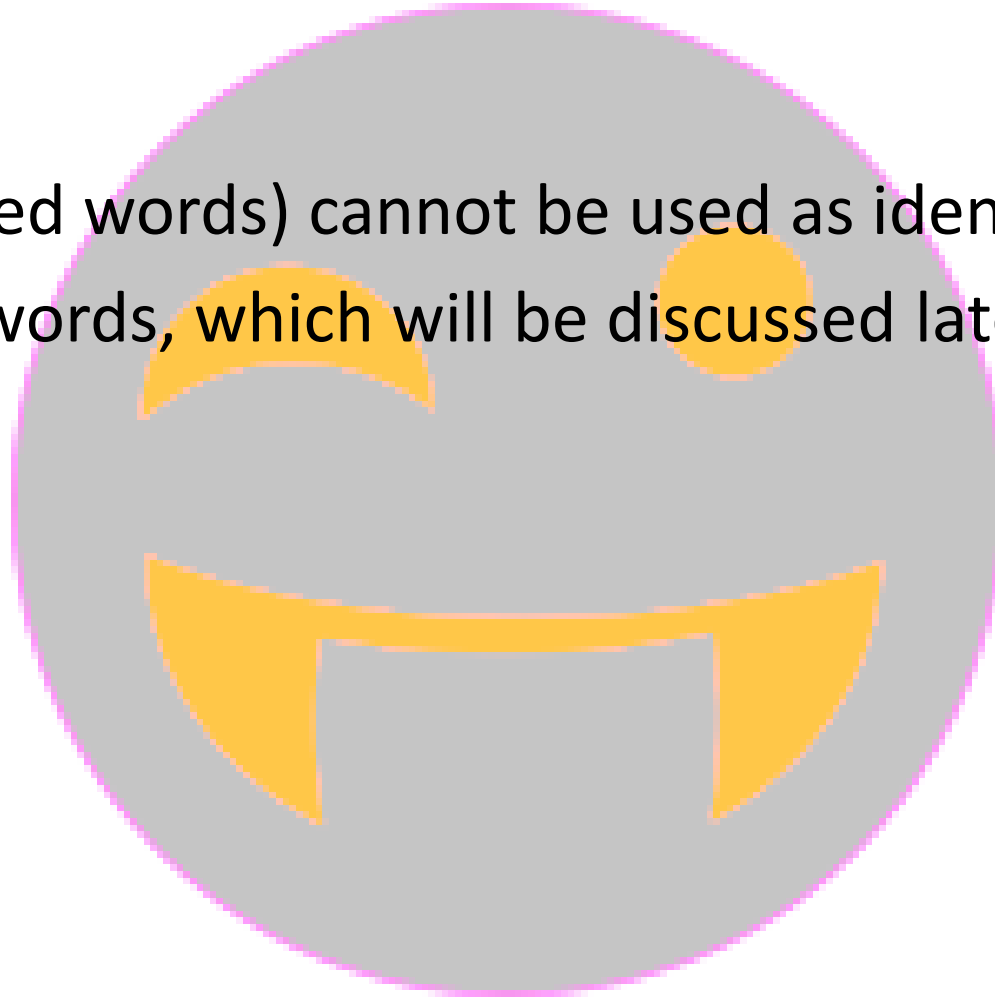
# Rule 3

- Identifiers are case-sensitive
- Percentage, percentage (both are different)



# Rule 4

- Keywords(Reserved words) cannot be used as identifiers
- There are 53 keywords, which will be discussed later



# Rules to create an Identifier

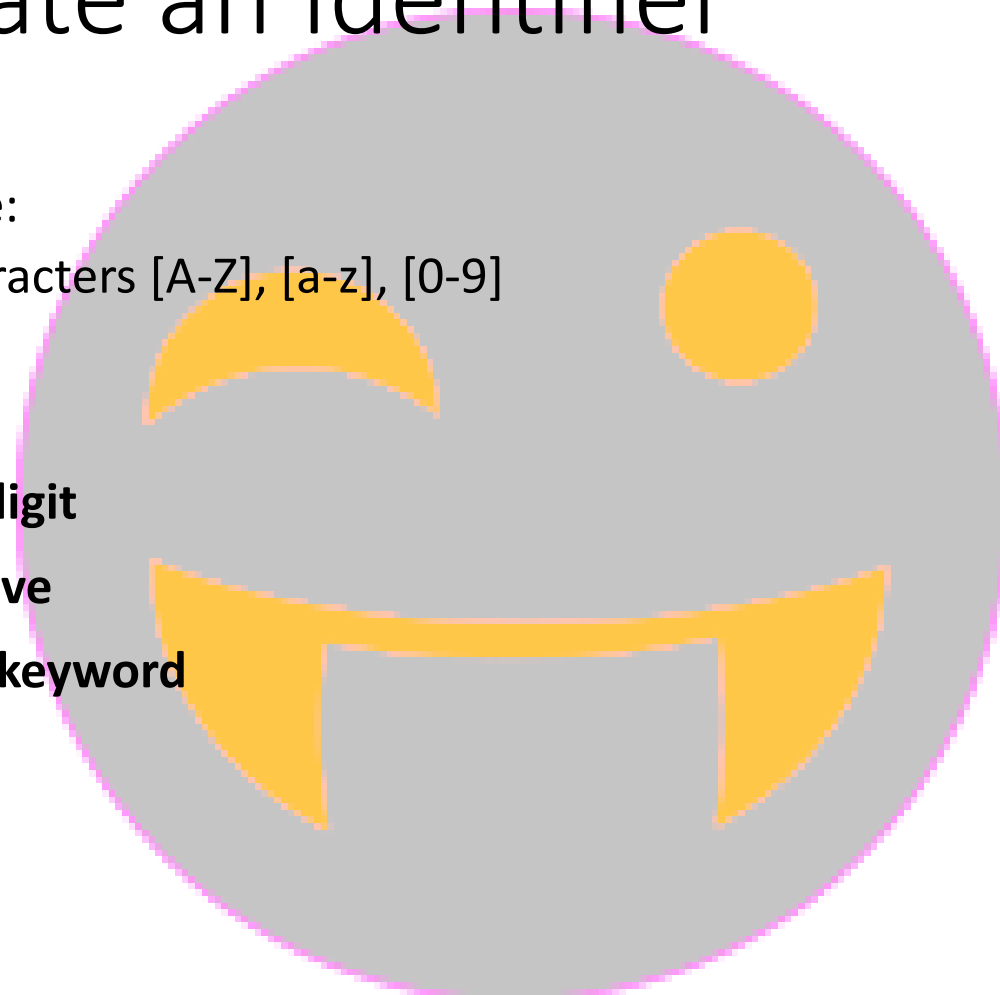
## 1. **Allowed characters** are:

1. Alphanumeric characters [A-Z], [a-z], [0-9]
2. \$ dollar sign
3. \_ underscore

## 2. **Should not start with digit**

## 3. Names are **case-sensitive**

## 4. Name **should not be a keyword**



# Find valid and invalid identifiers

```
class IdentifiersDemo{  
    String 3name; Invalid  
    int roll no; Invalid  
    int marks; valid  
    int #books; Invalid  
    double Percent@100; Invalid  
    String college-name; Invalid  
    String college_canteen; valid  
    int value; valid  
    int rank&college; Invalid  
}
```



# What next?

Overview of **variables** and **data types**



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