

Key point: *Identifiers are the names that identify the elements such as classes, methods, and variables in a program.*

2.4 Identifiers

- An identifier is a sequence of characters that consists of letters, digits, underscores (_), and dollar signs (\$).
- An identifier must start with a letter, an underscore (_), or a dollar sign (\$). It cannot start with a digit.
- An identifier cannot be a reserved word. (See Appendix A for a list of reserved words.)
- An identifier cannot be **true**, **false**, or **null**.
- An identifier can be of any length.

Examples of valid identifiers:

- **\$2**, **ComputeArea**, **area**, **radius**, and **print**.

Examples of invalid identifiers:

- **2A** and **d+4**

Note: Java is case sensitive making **area**, **Area**, and **AREA** all different identifiers.

Tip: Do not name identifiers with the \$ characters. By convention, the \$ character should be used only in mechanically generated source code.