

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.