

# Computer Language Keyword Comparison

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# Computer Language Keywords

- Which keywords are contained in which computer language?
- Languages that are similar use the same keyword for the same construct
- Differences in capitalization are synonymous, e.g., false vs. FALSE

# Computer Language Keywords

- Visual Basic considers some operators and compiler directives to be language keywords
- VB contains "unreserved" keywords, which are words that are reserved in other languages
- Using "unreserved" keywords code allows the developer to add definitions, but re-use may lead to compile errors when translating or transporting code

	C	C++	C#	F#	JAVA	VISUAL BASIC
1						-, #Const, #ExternalSource, #If...Then...#Else, #Region, &, &=, *, *=, /, /=, \, \=, ^, ^=, +, +=, =, -=
2			abstract	abstract	abstract	
3						AddHandler
4						AddressOf
5						Alias
6		alignas				
7		alignof				
8		and		and		And
9						AndAlso
10		and_eq				
11						Ansi
12			as	as		As
13						Assembly
14				assert	assert	
15		asm				
16	auto	auto				Auto
17			base	base		
18				begin		
19		bitand				
20		bitor				
21		bool	bool			
22					boolean	Boolean
23	break	break	break		break	
24						ByRef
25			byte		byte	Byte
26						ByVal
27						Call
28	case	case	case		case	Case
29		catch	catch		catch	Catch

	C	C++	C#	F#	JAVA	VISUAL BASIC
30						CBool, CByte, CChar, CDate, CDbI, CDec
31	char	char	char		char	Char
32		char16_t				
33		char32_t				
34			checked			
35						CInt
36		class	class	class	class	Class
37						CLng
38						CObj
39		compl				
40	const	const	const		const	Const
41		const_cast				
42		constexpr				
43	continue	continue	continue		continue	
44						CShort
45						CSng
46						CStr
47						CType
48						Date
49			decimal			Decimal
50						Declare
51		decltype				
52	default	default	default	default	default	Default
53			delegate	delegate		Delegate
54		delete				
55						Dim
56						DirectCast
57	do	do	do	do	do	Do
58				done		

	<b>C</b>	<b>C++</b>	<b>C#</b>	<b>F#</b>	<b>JAVA</b>	<b>VISUAL BASIC</b>
59	double	double	double		double	Double
60				downcast		
61				downto		
62		dynamic_cast				
63						Each
64				elif		
65	else	else	else	else	else	Eelse
66						Elseif
67				end		End
68	enum	enum	enum		enum	Enum
69			event			
70						Erase
71						Error
72						Event
73				exception		
74						Exit
75		explicit	explicit			
76		export				
77					extends	
78	extern	extern	extern	extern		
79		FALSE	FALSE	false		FALSE
80		final			final	
81			finally	finally	finally	Finally
82			fixed			
83	float	float	float		float	
84	for	for	for	for	for	For
85			foreach			
86		friend				Friend
87				fun		
88				function		Function

	C	C++	C#	F#	JAVA	VISUAL BASIC
89						Get
90						GetType
91				global		
92						GoSub
93	goto	goto	goto		goto	GoTo
94						Handles
95	if	if	if	if	if	If
96					implements	Implements
97			implicit			
98					import	
99						Imports
100			in	in		In
101				inherit		Inherits
102		inline		inline		
103					instanceof	
104	int	int	int		int	
105						Integer
106			interface	interface	interface	Interface
107			internal	internal		
108			is			Is
109				lazy		
110				let		Let
111				let!		
112						Lib
113						Like
114			lock			
115	long	long	long		long	Long
116						Loop
117				match		
118						Me

	C	C++	C#	F#	JAVA	VISUAL BASIC
119				member		
120						Mod
121				module		Module
122						MustInherit
123						MustOverride
124		mutable		mutable		
125						MyBase
126						MyClass
127		namespace	namespace	namespace		Namespace
128					native	
129		new	new	new	new	New
130						Next
131		noexcept				
132		not		not		Not
133		not_eq				
134						Nothing
135						NotInheritable
136						NotOverridable
137			null	null		
138		nullptr				
139				of		
140				open		
141			object			Object
142						On
143		operator	operator			
144						Option
145						Optional
146		or		or		Or
147						OrElse
148		or_eq				



	C	C++	C#	F#	JAVA	VISUAL BASIC
149			out			
150						Overloads
151						Overridable
152		override	override	override		
153						Overrides
154					package	
155						ParamArray
156			params			
157						Preserve
158		private	private	private	private	Private
159						Property
160		protected	protected		protected	Protected
161		public	public	public	public	Public
162						RaiseEvent
163			readonly			ReadOnly
164				rec		
165						ReDim
166			ref			
167	register	register				
168		reinterpret_cast				
169						REM
170						RemoveHandler
171						Resume
172	return	return	return	return	return	Return
173				return!		
174			sbyte			
175			sealed			
176				select		Select
177						Set
178						Shadows

	C	C++	C#	F#	JAVA	VISUAL BASIC
179						Shared
180	short	short	short		short	Short
181	signed	signed				
182						Single
183	sizeof	sizeof	sizeof			
184			stackalloc			
185	static	static	static	static	static	Static
186		static_assert				
187		static_cast				
188						Step
189						Stop
190					strictfp	
191			string			String
192						
193	struct	struct	struct	struct		
194						Structure
195						Sub
196					super	
197	switch	switch	switch		switch	
198					synchronized	
199						SyncLock
200		template				
201				then		Then
202		this			this	
203		thread_local	this			
204		throw	throw		throw	Throw
205					throws	
206				to		To
207					transient	
208		TRUE	TRUE	true		TRUE

	<b>C</b>	<b>C++</b>	<b>C#</b>	<b>F#</b>	<b>JAVA</b>	<b>VISUAL BASIC</b>
209		try	try	try	try	Try
210				type		
211			typeof			TypeOf
212	typedef	typedef				
213						
214		typeid				
215		typename				
216			uint			
217			ulong			
218			unchecked			
219						Unicode
220	union	union				
221			unsafe			
222	unsigned	unsigned				
223						Until
224				upcast		
225				use		
226				use!		
227			ushort			
228		using	using			
229				val		
230		virtual	virtual			Variant
231	void	void	void	void	void	
232	volatile	volatile	volatile		volatile	
233		wchar_t				
234				when		When
235	While	while	while	while	while	While
236				with		With
237						WithEvents
238						WriteOnly

	<b>C</b>	<b>C++</b>	<b>C#</b>	<b>F#</b>	<b>JAVA</b>	<b>VISUAL BASIC</b>
239		xor				Xor
240		xor_eq				
241				yield		
242				yield!		