

Token and their types in C++

In this page, we will discuss,

[1. Token](#)

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Token

small parts of a program, which make complete a program. In simple language, some keywords, alphabet or special character from which we write a Program, some of these names are user-defined and some are already present in the library of C++ are called pre-defined.

Type of token in C++

They are as follows,

- keyword
- [identifier](#)
- [operator](#)
- [constant](#)
- [comments](#)
- string

keyword in C++

There are already some reserved keywords in C++, whose definition is already defined, we can use them to perform a task in our program according to our requirement.

There are some reserved keywords in C++ and all the lowercase ones are there. which are as follows,

keyword	Their used
<i>int</i>	used to store only numeric types of value

<i>float</i>	used to store only decimal types of value
<i>char</i>	store characters types of values
<i>void</i>	In a void type function(non-returning function) and also in void pointer
<i>sizeof</i>	to know a data-type size in own system
<i>const</i>	declare a const type variable
<i>enum</i>	To declare an enum data-type
<i>typedef</i>	define an alias name of a data-type
<i>signed</i>	a type-modifier data-type to
<i>unsigned</i>	a type-modifier used with a data-type to change their properties
<i>Long</i>	To declare a long type modifier
<i>short</i>	To declare a signed type modifier
<i>if</i>	To define the if statement in the conditional statement
<i>else</i>	To define else body in the condition statement
<i>break</i>	a breaking type statement used to break a statement in the

	program
<i>switch</i>	To declare a switch statement in the program
<i>case</i>	To define the case statement in the switch-statement
<i>default</i>	define a default statement in the switch-statement
<i>for</i>	To define a for loop in the looping statement
<i>do</i>	To define a “do” types of loop in the looping statement
<i>while</i>	To define a while loop in the looping statement
<i>continue</i>	used to skip a statement in the program
<i>goto</i>	jump to anywhere in the program / transfer the execution
<i>struct</i>	declare a structure data-type in the Program
<i>union</i>	declaring a union data-type in the Program
<i>return</i>	to return a value in the function
<i>inline</i>	to declaring an inline function
<i>auto</i>	To declaring an auto variable in a Program

<i>static</i>	To declare a static variable and function
<i>register</i>	To declare a register type variable
<i>extern</i>	To declare an extern type variable
<i>new</i>	To allocate dynamic memory in C++
<i>delete</i>	To de-allocate dynamic memory reserved by new,
<i>this</i>	return the current object
<i>class</i>	To declare a class in C++
<i>private</i>	To declare private member in the class
<i>public</i>	To declare public member in the class
<i>protected</i>	To declare protected member in the class
<i>friend</i>	To define a friend function in the class
<i>virtual</i>	To declare a virtual class or function
<i>try</i>	used in the Exception handling
<i>throw</i>	used to throwing a statement to catch statement

<i>catch</i>	Handling an exception/error in the program
<i>operator</i>	used in operator overloading
<i>template</i>	
<i>volatile</i>	

Apart from this, there are many more keywords in C ++. These keywords are further explained