**search: goto**

1. What is a GOTO statement:

It is a jump statement which is used to jump from anywhere to anywhere within a function.

1. The Syntax:

Label: goto lanel;

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goto label; label:

1. The Example:
2. #include<stdio.h>
3. #include<stdlib.h>
4. int main(){
5. int number;
6. printf("Enter a number to check:\n");
7. scanf("%d",&number);
8. if (number%2==0)
9. {
10. goto even;
11. }
12. else
13. {
14. goto odd;
15. }
16. even:
17. printf("Even.\n");
18. return 0;
20. odd:
21. printf("Odd.\n");
22. return 0 ;
23. return 0;
24. }