**1. break statement**

**🔹 Purpose:**

* Used to **exit** from a **loop** (for, while, do-while) or a **switch** statement **immediately**, even if the condition is still true.

**Example:**

#include <stdio.h>

int main() {

for (int i = 1; i <= 10; i++) {

if (i == 6)

break; // Exit the loop when i is 6

printf("%d ", i);

}

return 0;

}

**2. continue statement**

**🔹 Purpose:**

* Used to **skip the current iteration** of a loop and **move to the next iteration** immediately

**Example:**

#include <stdio.h>

int main() {

for (int i = 1; i <= 10; i++) {

if (i == 5)

continue; // Skip printing 5

printf("%d ", i);

}

return 0;

}

**3. goto statement**

**🔹 Purpose:**

* Used to **transfer control** to another part of the program marked by a **label**.
* It allows **jumping** to a specific point in code, but should be used **sparingly** because it can make programs hard to read.

**Example:**

#include <stdio.h>

int main() {

int i = 1;

start: // label

printf("%d ", i);

i++;

if (i <= 5)

goto start; // Jump back to label

return 0;

}