

Labels

Labels are **identifiers** where the program execution flow can *jump* into using either **GO TO** or **GO SUB**. Unlike **variables** identifiers, their **scope** is **always global** (even if declared inside functions or subroutines). Usage of labels is discouraged.

In ZX BASIC, line numbers are treated as labels:

```
10 REM An endless print loop
20 PRINT "Hello world!"
30 GO TO 20
```

Since line numbers are *just labels*, the order sequence is irrelevant. The following listing is equivalent to the above one. Notice the out-of-order line sequence:

```
10 REM An endless print loop
30 PRINT "Hello world!"
20 GO TO 30
```

Declaring labels

Identifiers can be used as labels. A label identifier is declared by writing it at the beginning of a line, followed by a colon:

```
REM Declaring a label
mylabel:
```

You can *use* the label with **GO TO** and **GO SUB** sentences, and with the **@ operator**: the previous example can be rewritten using labels instead of line numbers:

```
endlessloop:
PRINT "Hello world!"
GO TO endlessloop
```

A label can also be referred before it has been declared:

```
GO TO EndOfRoutine
REM Instructions here are skipped

EndOfRoutine:
PRINT "End Of Routine"
```