Goto Statement:

A goto statement in C programming language provides an unconditional jump from the ‘goto’ to a labeled statement in the same function.

NOTE :− Use of **goto** statements is highly discouraged or avoided in any programming language because it makes difficult to trace the control flow of a program to fellow programmers, making the program hard to understand and hard to modify or manipulate. Any program which uses goto can be modified to avoid goto statements.

- These are also called ‘Jump Statement’.
- It is used to transfer the control to a predefined label.
- It’s use is avoided since it causes confusion for the fellow programmers in understanding code.
- goto statement is preferable when we need to break multiple loops using a single statement at the same time.

Syntax for goto statement :

```c
#include <stdio.h>

int main()
{
    // label:
    //     printf("we are inside label");
    //     goto end;
    // printf("Hello World\n");
    // goto label;
    // end:
    //     printf("we are at end");
    int num;
    for(int i = 0; i < 8; i++) {
        printf("%d\n", i);
        for(int j = 0; j < 8; j++) {
            printf("Enter the number. enter 0 to exit\n");
            scanf("%d", &num);
            if(num==0) {
                goto end;
            }
        }
```

```
    }
    end:

    return 0;
}
```