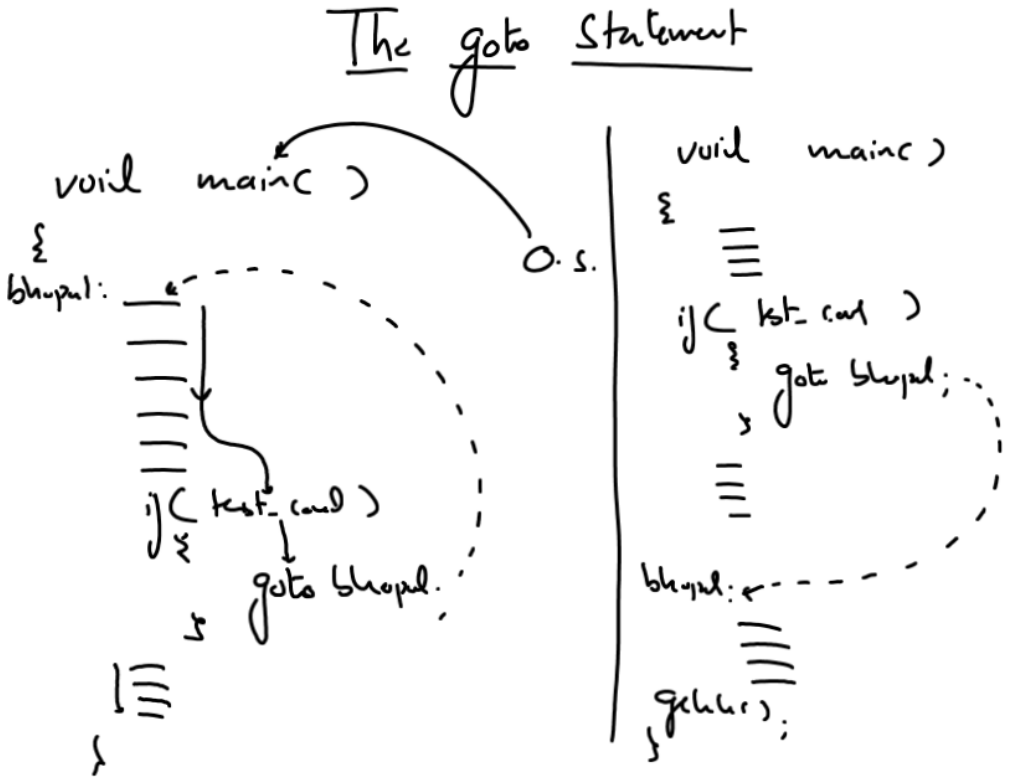
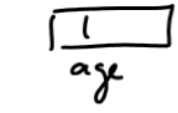


WAP to ask the user to inpuit his age. If the age given by the user is POSITIVE then print it.But if the age given is NEGATIVE or 0 , then display an error message INVALID AGE! and ask the user to input the age again.Repeat the process until the age given is POSITIVE.

SAMPLE OUTPUT
==========
Enter your age: -7
Invalid Age! Try again
Enter your age: 0
Invalid Age! Try again
Enter your age:-4
Invalid Age! Try again
Enter your age:14
Your age is 14

```
#include <stdio.h>
#include <conio.h>
void main()
{
  int age;
  clrscr();
  input_age:
            printf("Enter your age:");
            scanf("%d",&age);
            if(age<=0)
            {
              printf("\nInvalid age!. Try again!\n");
              goto input_age;
            }
  printf("Your age is %d",age);
  getch();
}
```



Loop

Drawbacks of goto
==========
Although, goto is the very useful keyword but we should try to avoid goto as much as possible. This is because goto has two major problems:

1. If goto is used unconditionally (without if else or switch) then our program might become infinite which is a runtime error.

2. Excessive used of goto in a program spoils the readability and symmetry(flow) of the program and makes it very difficult for other programmers to understand the code.

Thus we should always try to avoid goto and as an alternate use **loop** .