

GOTO STATEMENT IN C

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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** statement is highly discouraged in any programming language because it makes difficult to trace the control flow of a program, making the program hard to understand and hard to modify. Any program that uses a goto can be rewritten so that it doesn't need the goto.

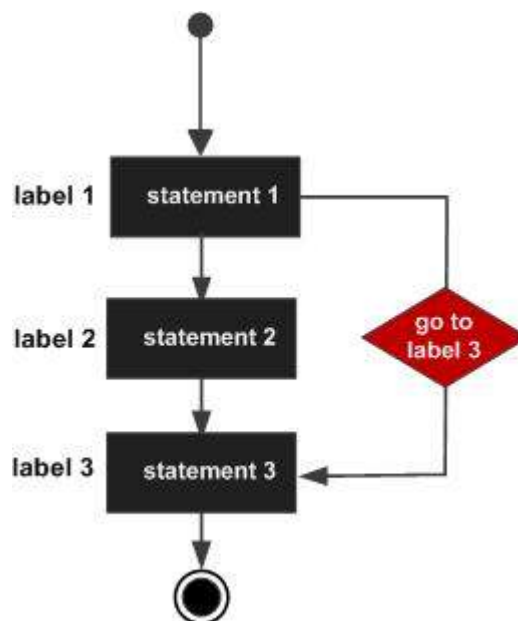
Syntax:

The syntax for a **goto** statement in C is as follows:

```
goto label;  
..  
label: statement;
```

Here **label** can be any plain text except C keyword and it can be set anywhere in the C program above or below to **goto** statement.

Flow Diagram:



Example:

```
#include <stdio.h>

int main ()
{
    /* local variable definition */
    int a = 10;

    /* do loop execution */
    LOOP:do
    {
        if( a == 15)
        {
            /* skip the iteration */
            a = a + 1;
            goto LOOP;
        }
        printf("value of a: %d\n", a);
    }
```

```
    a++;  
}while( a < 20 );  
return 0;  
}
```

When the above code is compiled and executed, it produces the following result:

```
value of a: 10  
value of a: 11  
value of a: 12  
value of a: 13  
value of a: 14  
value of a: 16  
value of a: 17  
value of a: 18  
value of a: 19
```