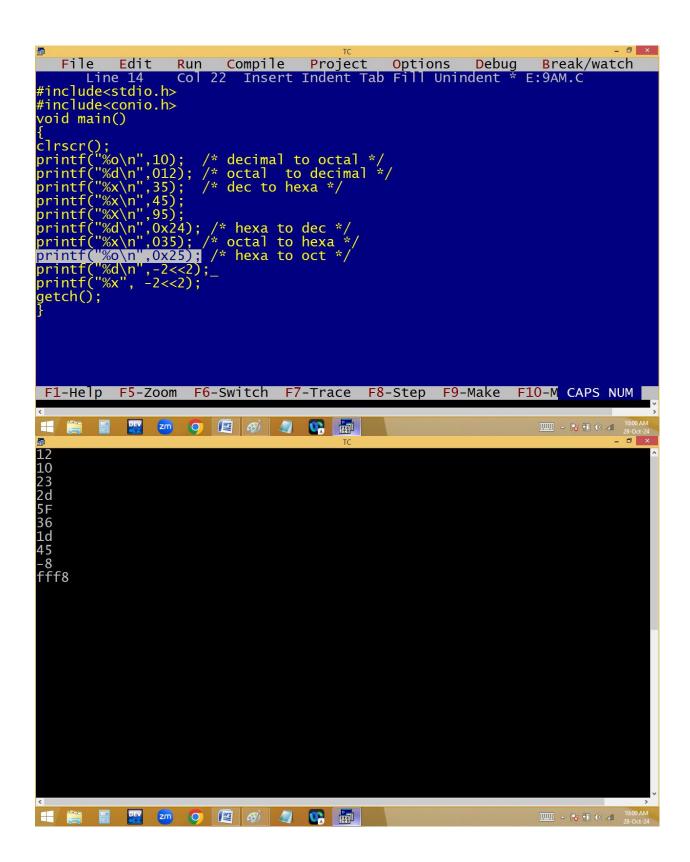
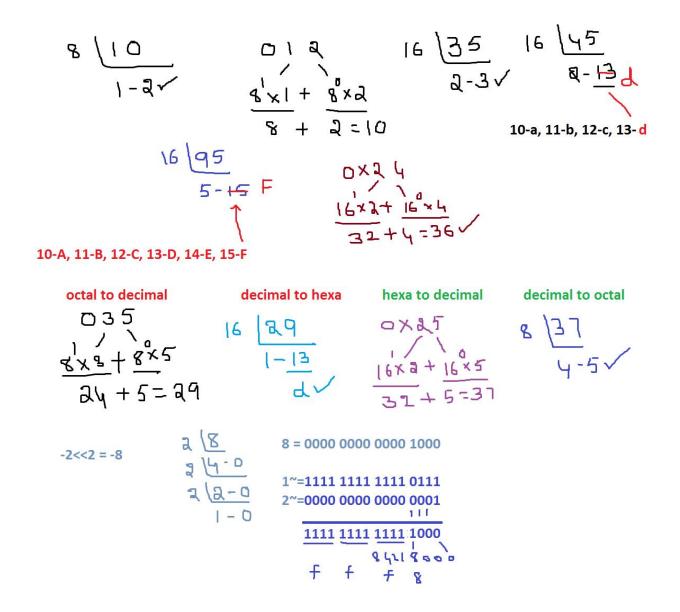


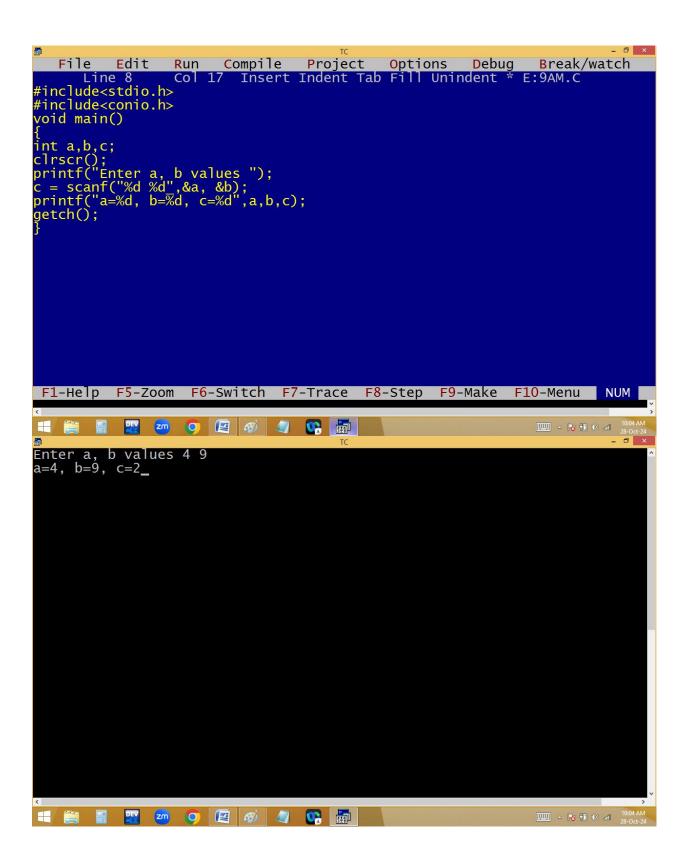
Jawaan\n

Sequndenabad-Biryani\rHyderabad
Hyderabad



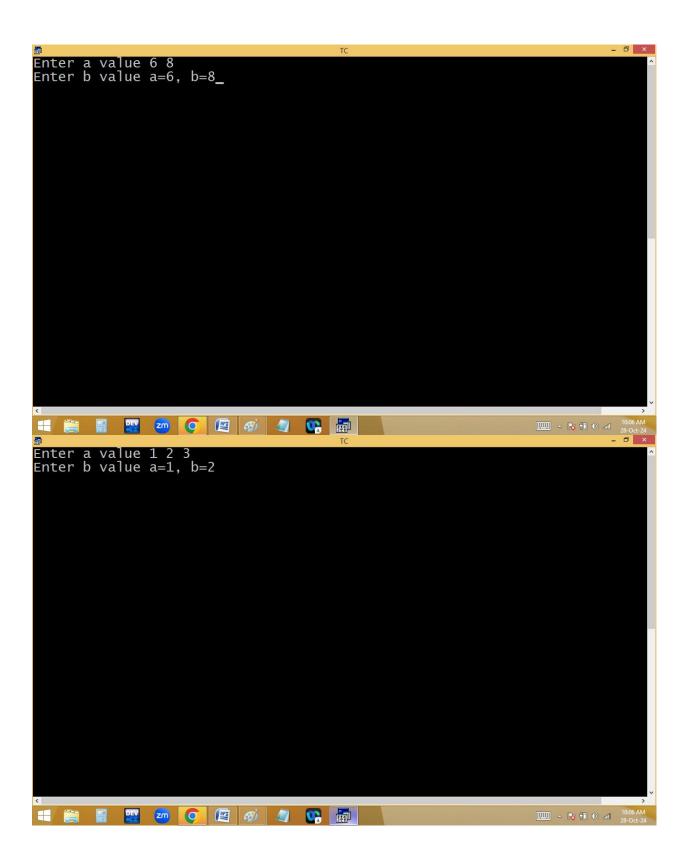


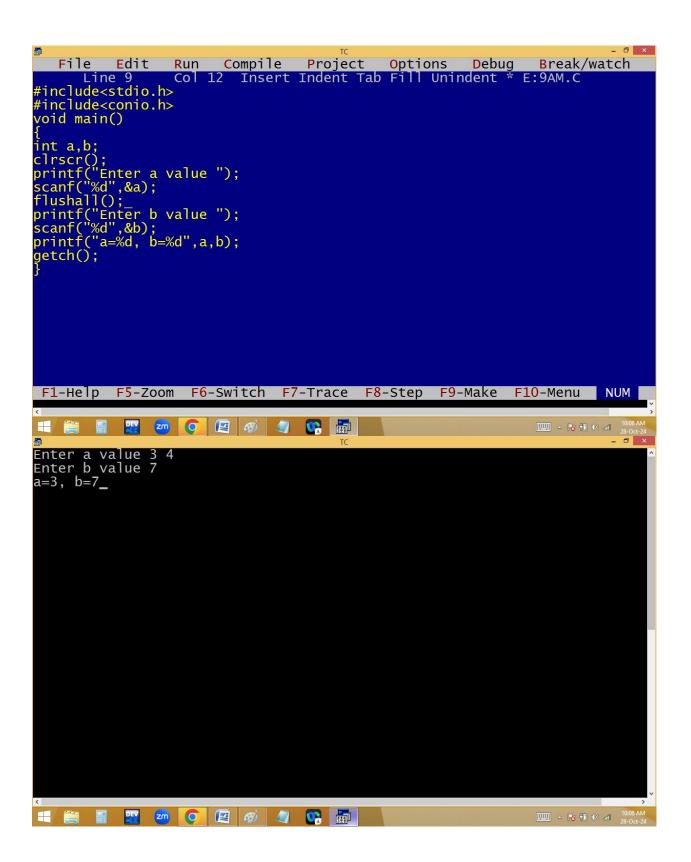
Finding no of conversion characters in scanf():

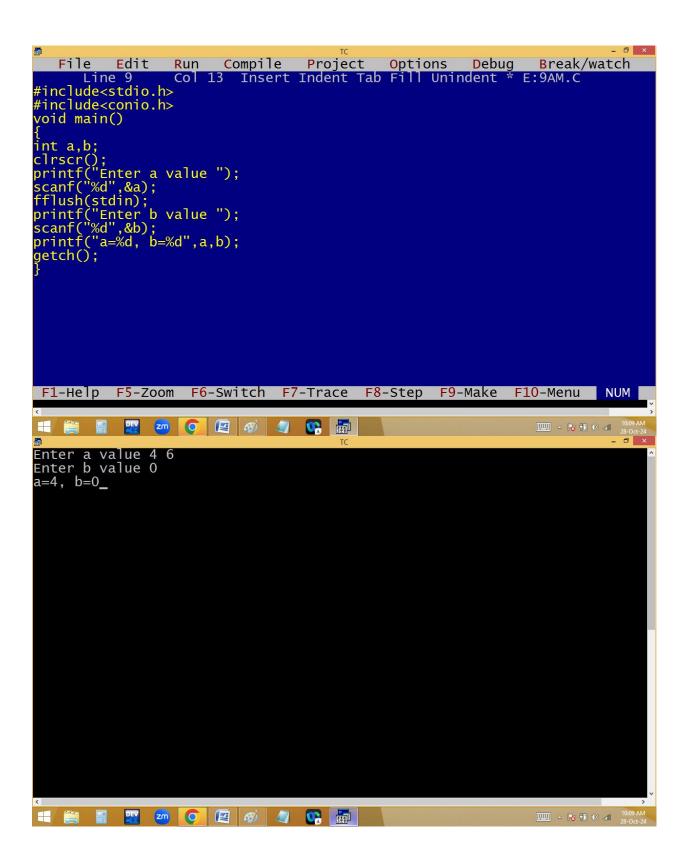


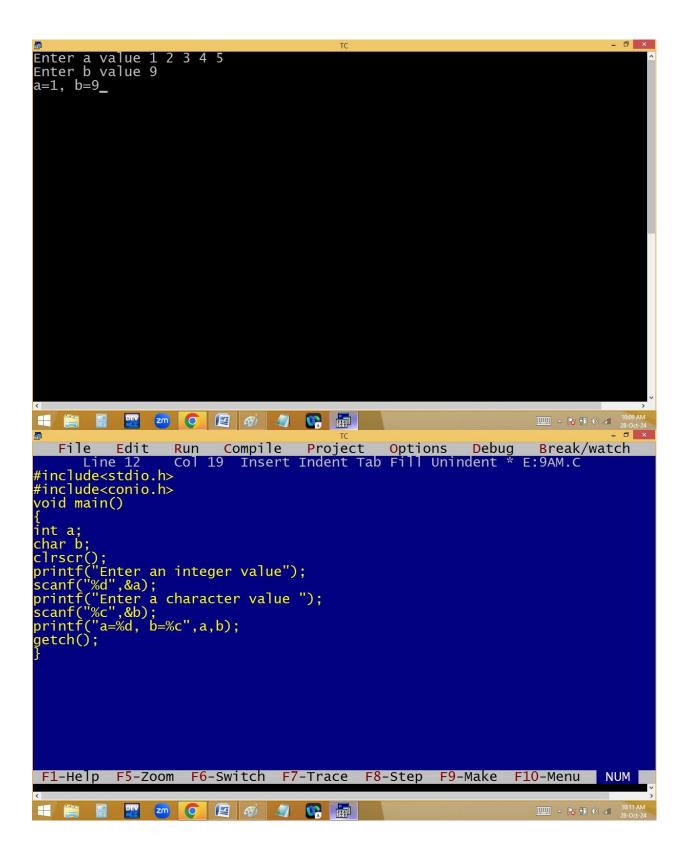
Controlling inputs in scanf():

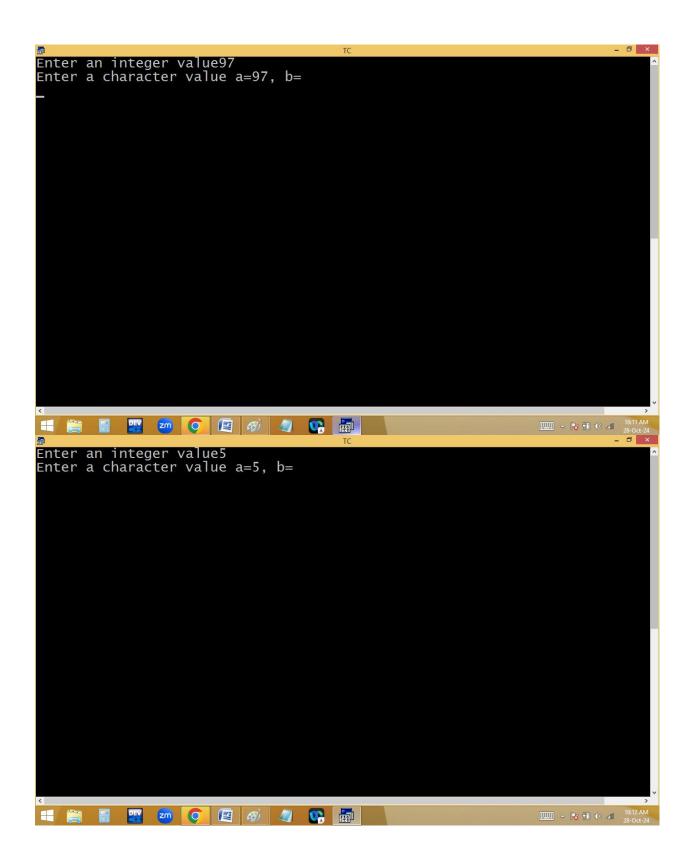
```
Compile Project
    File Edit Run
                                                        Options Debug
                                                                               Break/watch
                      Col 19 Insert Indent Tab Fill Unindent * E:9AM.C
       Line 11
#include<stdio.h>
#include<conio.h>
void main()
int a,b;
clrscr();
printf("Enter a value ");
scanf("%d",&a);
printf("Enter b value ");
scanf("%d",&b);
printf("a=%d, b=%d_,a,b);
getch();
 F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM
              □□□ ^ 8 11 (•) all 28-
                                                                                            □ ×
Enter a value 9
Enter b value 5
a=9, b=5_
△ 😼 🗓 (b) and 10:05 AM 28-Oct-24
```

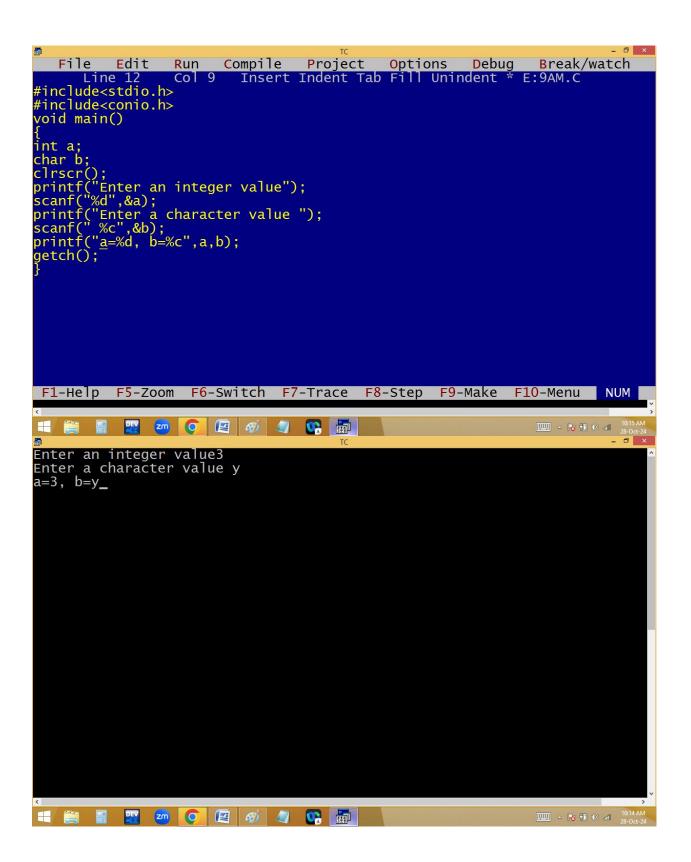


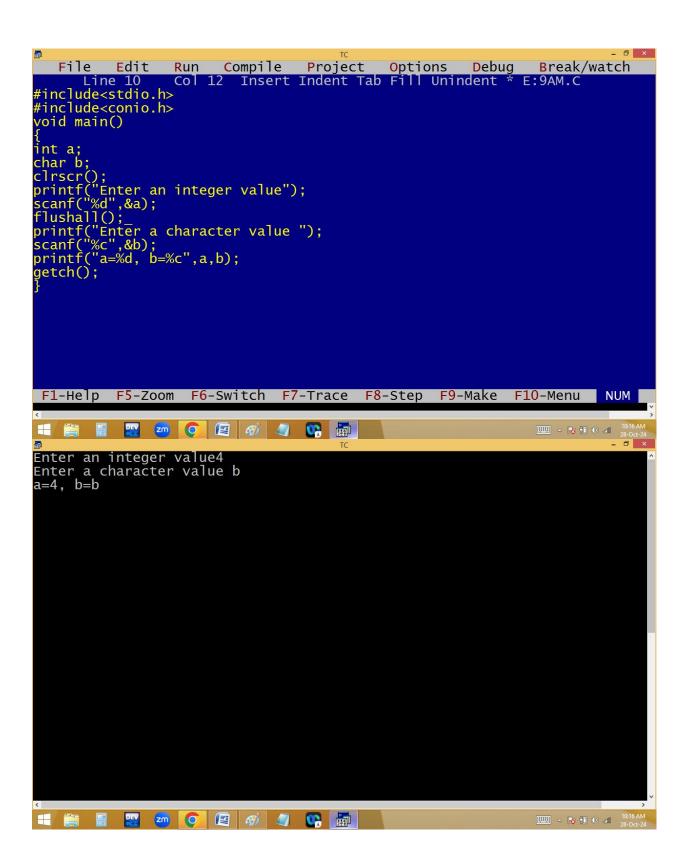


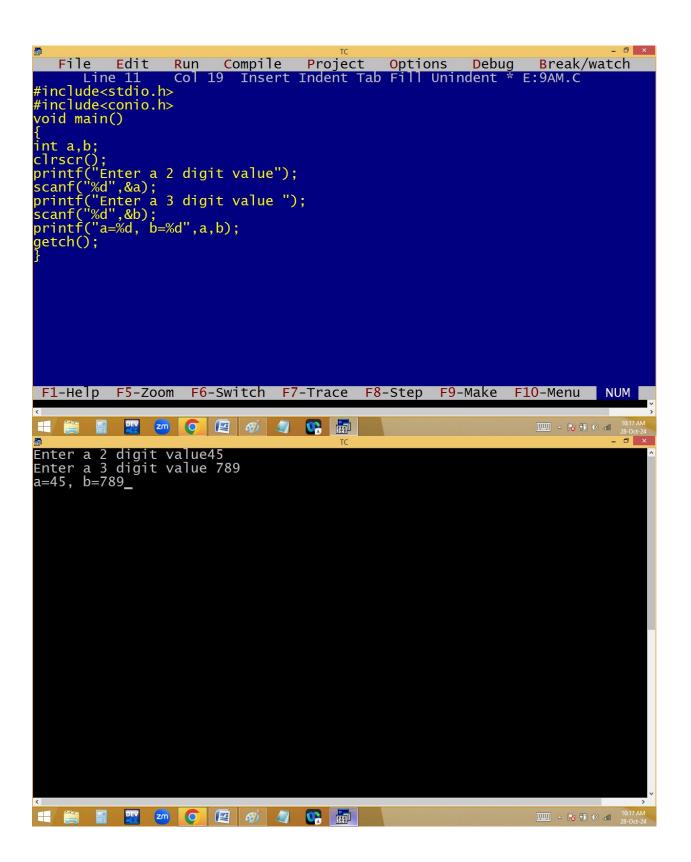


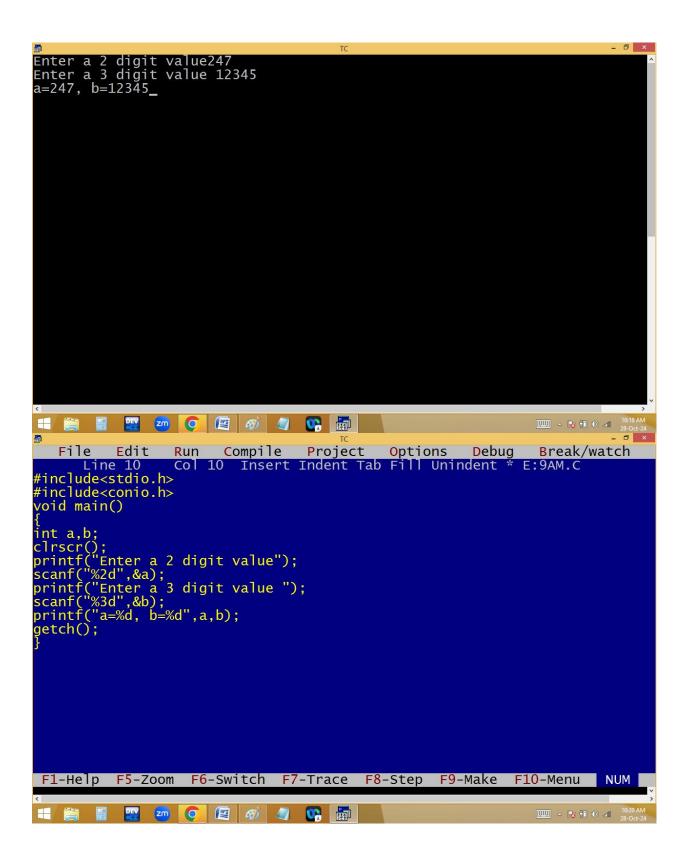


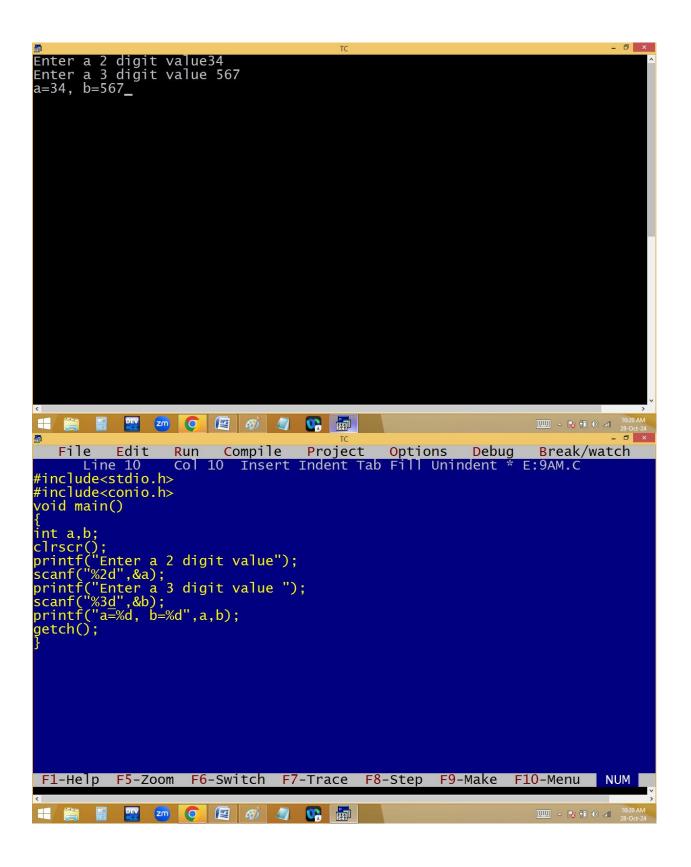


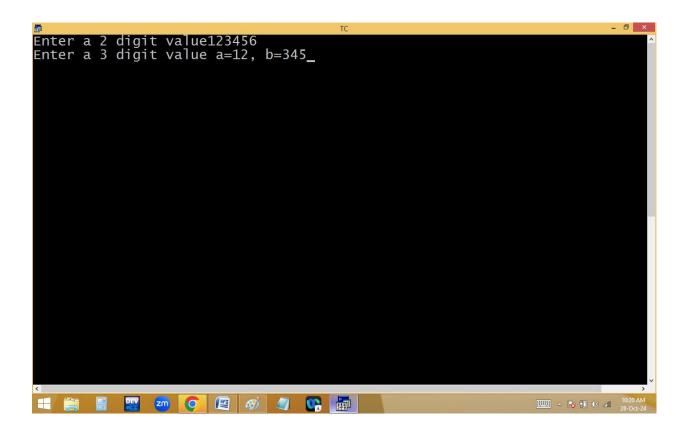


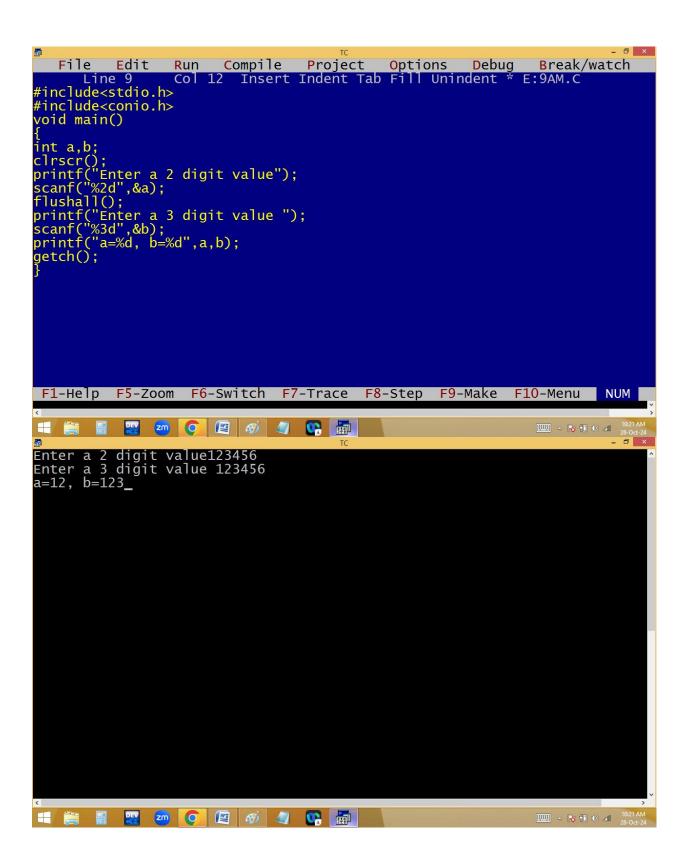


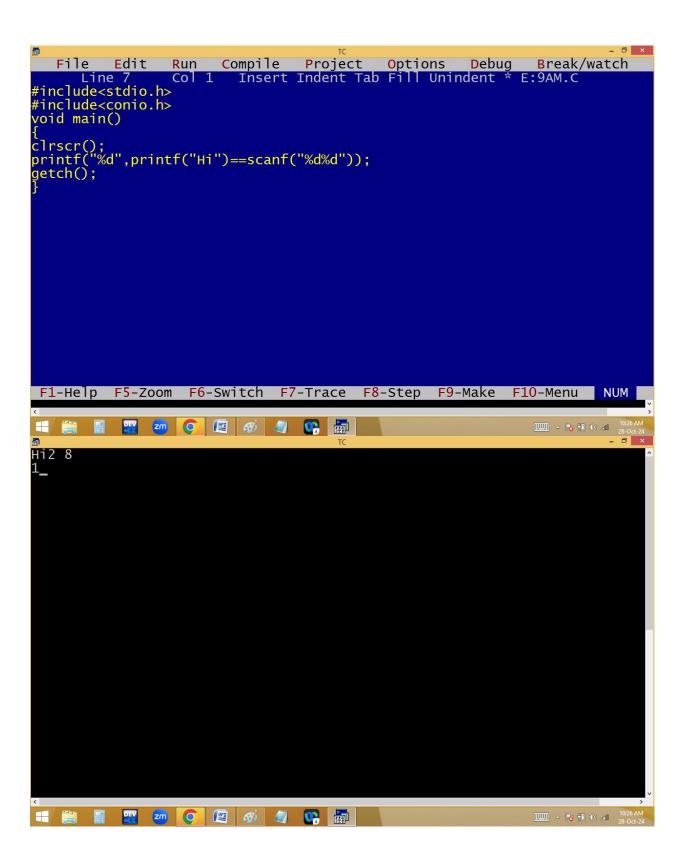


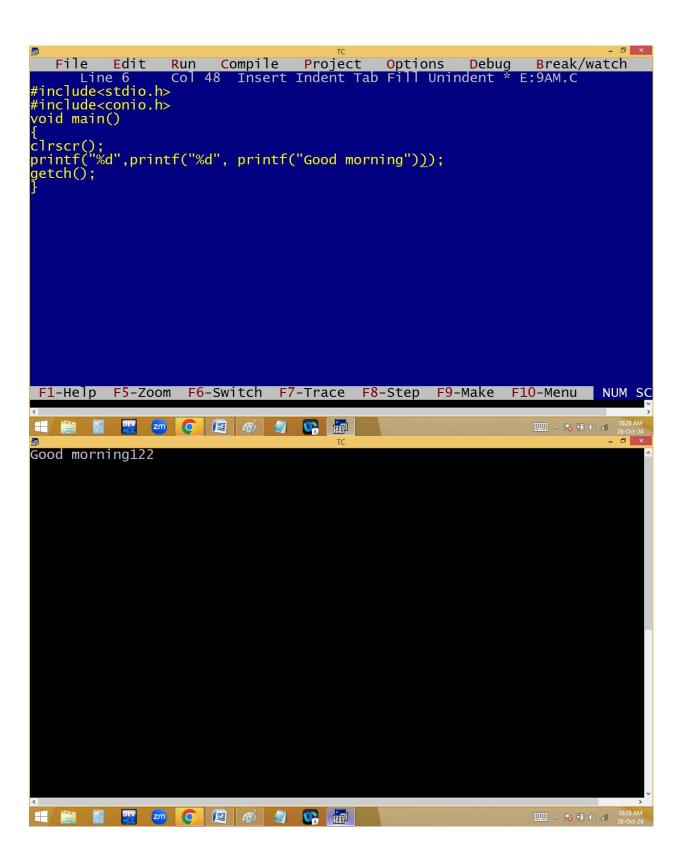






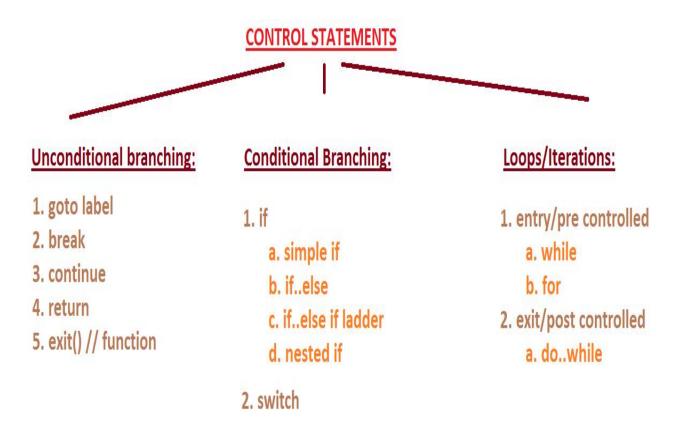






CONTROL STATEMENTS / CONTROL STRUCTURES

They are used to control the program execution order. In c we are using the following control statements.



goto label:

It is used to transfer program execution from one place to another place [label].

In this process it is jumping from one area to another without any condition. Hence it is also called **unconditional** jumping statement.

Syntax:

```
.....;
—goto label;
.....;
>label;
```

Here goto is a keyword.

Label is an identifier is used to identify the area[line].

Every label should be end with: (colon)

Keywords not allowed in labels i.e. label should be user defined.

Duplicate labels not allowed.

There is no space between go and to.

Label naming rules are similar to the identifier rules.

Note: goto label working style is similar to loops some times.

