Welcome, PROGRAMMERS



01.

What is Control Statements?



What is Control Statements?



Control Statements



Control statements are used to **control the flow of execution of a program**.

They allow you to dictate which parts of the code should be

executed based on certain conditions or repetitions.

Types of Control Statements

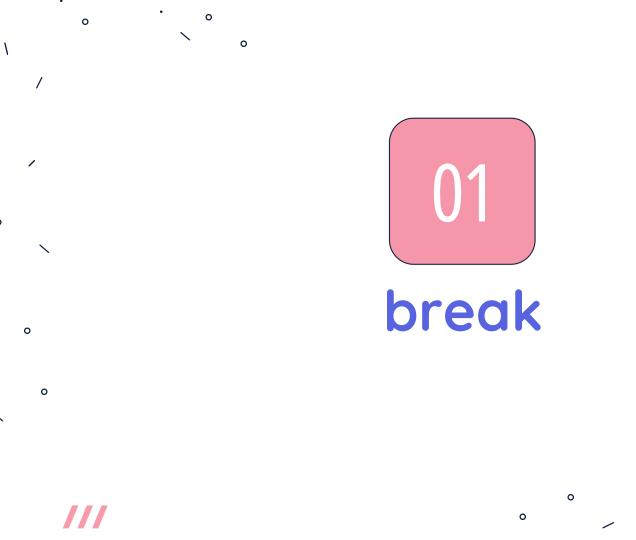
0 0 0



break continue goto

break continue goto

1 2 3

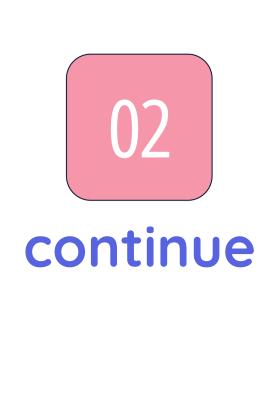


break Statement



Terminates the innermost loop or switch statement.

```
while (condition)
{
    // code
    if (some_condition)
    {
        break; // exits the loop
    }
}
```

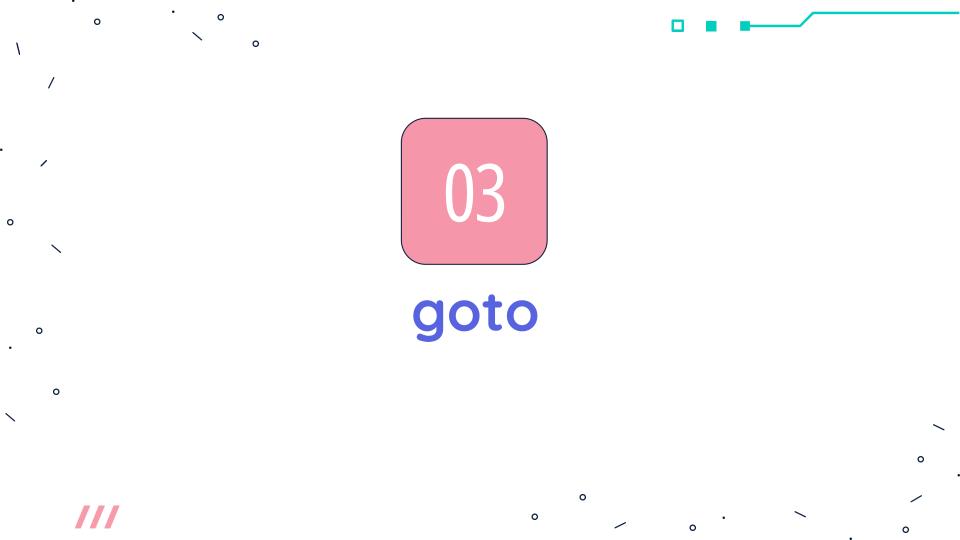


continue Statement



Skips the rest of the loop's code for the current iteration and jumps to the next iteration.

```
for (int i = 0; i < 10; i++)
{
    if (i % 2 == 0)
    {
        continue; // skips even numbers
    } / / c o d e h e r e i s
        s k i p p e d f o r e v e n
} n u m b e r s</pre>
```



goto Statement

The goto statement is a **jump statement** that allows you to **transfer the control of the program to a labeled statement**. It is considered harmful and is generally discouraged because it can lead to unreadable and hard-to-maintain code, often referred to as "**spaghetti code**".

The use of goto can make the control flow of a program complex and less structured.

goto Statement



goto label; transfers the control of the program to the statement **labeled label**.

label: is a statement label, and it marks the location in the code where the control will jump to.

```
goto label;
// ...
label:
// statement or block of code
```



Let's start now...



