

# Welcome, PROGRAMMERS



01.

What is Control Statements?

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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

There are mainly three types of control statements in C language:

**break**

**1**

**continue**

**2**

**goto**

**3**



break



# break Statement

Terminates the innermost loop or switch statement.

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



continue



# 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  
    } // code here is  
    skipped for even  
    numbers  
}
```





goto



# 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
```



# Language

Let's start now...

