//1) break statement

```
/* Break statement in while loop*/

#include <stdio.h>

int main()
{
 int i = 0;

 while(i<=10)
  {
    printf("\n The Value of the Variable = %d \n", i);
    i++;

    if (i==4)
    {
      break;
    }
  }
 return 0;
}
```

//2) continue statement Example 1

```
#include <stdio.h>
int main() {
  int i;
  int number, sum;

  for (i = 1; i <= 5; ++i) {
    printf("Enter a n%d: ", i);
    scanf("%d", &number);

    if (number < 0) {
      continue;
    }

   sum = sum + number;
  }
```

```
  printf("Sum = %d", sum);

  return 0;
}
```

//Continue Example 2 printing odd number between 0 to 10

```
#include <stdio.h>
int main ()
{
 int a,sum=0;
 for (a = 0; a < 10; a++)
 {

  if ( a % 2 == 0 )
    continue;
 sum = sum + a;
 }
 printf("sum = %d",sum);
 return 0;
}
```

//3) syntax for switch statememt

```
switch (expression)
{
   case constant1:
     // statements
     break;

   case constant2:
     // statements
     break;
   .
   .
   .
   default:
     // default statements
}
```

//Swtch Case Example-1 with Breaks

```
#include <stdio.h>
   int main() {
      int num = 5;
      switch (num='A')
      {
         case 1:
            printf("Value is 1");
            break;
         case 25:
            printf("Value is 2");
            break;
         case 65:
            printf("Value is 65");
            break;
         default:
            printf("Out of range");
            break;
      }
      return 0;
   }
```

//Swicth-Case (with Breaks) Example-2, Program to create a simple calculator

```
#include <stdio.h>

int main() {
   char operator;
   int n1, n2;

   printf("Enter an operator (+, -, *, /): ");
   scanf("%c", &operator);
   printf("Enter two operands: ");
   scanf("%d %d",&n1, &n2);

   switch(operator)
   {
      case '+':
```

```
            printf("%d + %d = %d",n1, n2, n1+n2);
            break;

        case '-':
            printf("%d - %d = %d",n1, n2, n1-n2);
            break;

        case '*':
            printf("%d* %d = %d",n1, n2, n1*n2);
            break;

        case '/':
            printf("%d / %d = %d",n1, n2, n1/n2);
            break;

        // operator doesn't match any case constant +, -, *, /
        default:
            printf("Error! operator is not correct");
    }

    return 0;
}
```

```
//Switch-Case Example 3 to grant an access to a Programmer's system
#include <stdio.h>
int main() {
    int ID = 500;
    int password = 000;
    printf("Plese Enter Your ID:\n ");
    scanf("%d", & ID);
    switch (ID) {
        case 500:
            printf("Enter your password:\n ");
            scanf("%d", & password);
            switch (password) {
                case 000:
                    printf("Welcome Dear Programmer\n");
                    break;
                default:
                    printf("incorrect password");
                    break;
            }
```

```
            break;
        default:
            printf("incorrect ID");
            break;
    }
}

//4) goto statement

//Goto Example-1 for printing multiplication table
#include <stdio.h>
int main()
{
 int num=10,i=1;
 printf("Enter the number whose table you want to print: ");
 scanf("%d",&num);
 table:
 printf("%d x %d = %d\n",num,i,num*i);
 i++;
 if(i<=10)
 goto table;
}

//Goto Example-2 using 3 for-loops
#include<stdio.h>
int main()
{
    int i,j,k;
    for (int i = 1; i <= 3; ++i)
    {
        for (int j = 1; j <= 3; ++j)
        {
            for (int k = 1; k <= 3; ++k)
            {
                if (i==3 && j==3 && k==3)
                {
                    goto out;
                }
            }
        }
    }
    out:
```

```
        printf("out of the loop\n");
        return 0;
}
```