```c
1  #include <stdio.h>
2  #include <string.h> // for toupper()
3
4  int main(void)
5  {
6      // variable declarations
7      char ch, ch_i;
8      unsigned int ascii_ch = 0;
9
10     // code
11     printf("\n\n");
12     printf("Enter The First Character Of First Name : ");
13     ch = getch();
14
15     ch = toupper(ch);
16
17     for (ch_i = 'A'; ch_i <= 'Z'; ch_i++)
18     {
19         if (ch == ch_i)
20         {
21             ascii_ch = (unsigned int)ch;
22             goto result_output; // program flow jumps directly to label
                   "result_output"
23         }
24     }
25
26     printf("\n\n");
27     printf("Goto statement not executed, so printing \"Hello, world !!!\".
           \n"); // will be omitted if 'goto' statment is executed
28
29
30 result_output: // Label itself does not alter flow of program. Following code
       is executed regardless of whether goto statement is executed or not.
31     printf("\n\n");
32
33     if (ascii_ch == 0)
34     {
35         printf("You must have a strange name! Could not find the character '%c'
               in the entire English Alphabet!\n", ch);
36     }
37
38     else
39     {
40         printf("Character '%c' found. It has ASCII value %u.\n", ch, ascii_ch);
41     }
42
43     printf("\n\n");
44     return(0);
45 }
46
```