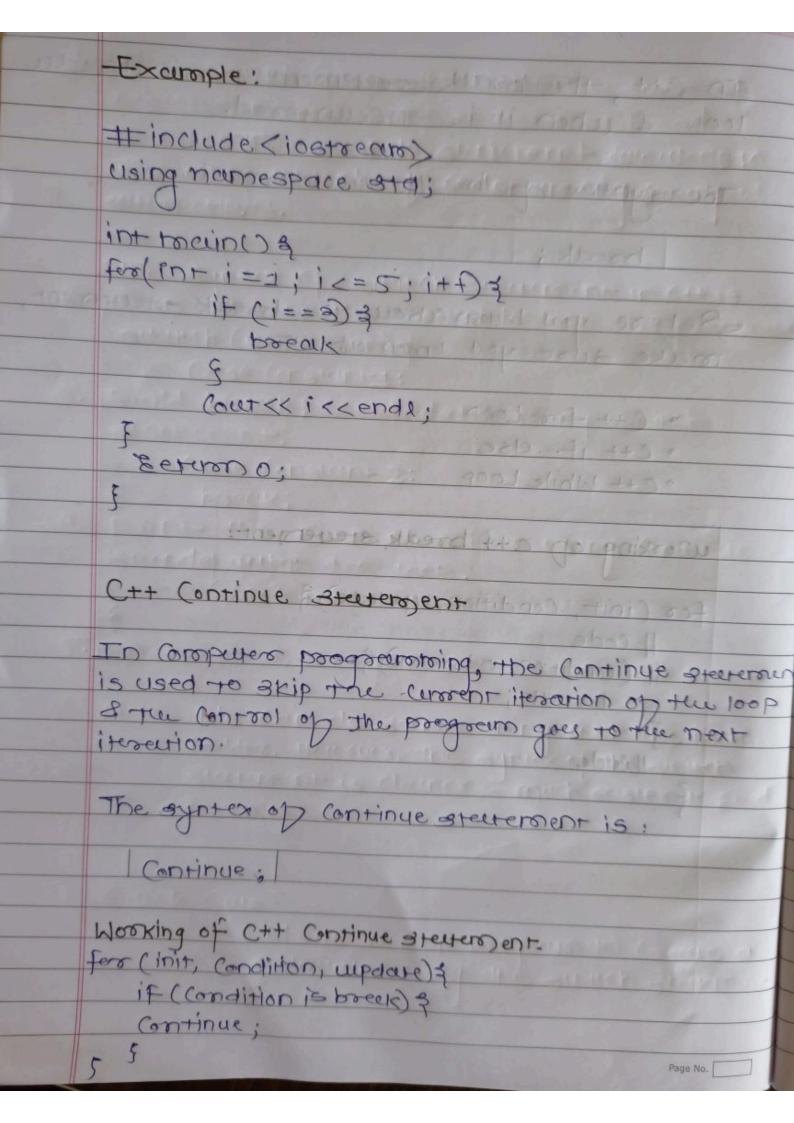
5
Break, Continue zwitch & Go Steverment.
In Citt the bornt waster
In C++, the borock steeternent terminates the
The second of th
The syntex of break steereront is
brocak; Ermination
THE THE PROPERTY OF THE PROPER
Beperc you learn about the break stellement,
rocke sure you know about:
- C++ for Loop
· C++ ifelse
· C++ While LOOP
working of c++ break steerement:
for (init, Condition, update) 3
if (condition to break) 3
if (condition to isocall)
The Theorem and the second sec
11 cocle
2
FI STATE STATE STATE STATE STATE STATE
, our arms
Weakled of Cast Continue and Continue of the Continue of the Cast
A series of the



In a for 100P, Continue skips the Current expression. Lamps to the current flow jumps to the update expression.

# include <iostecare) using nourcespace sta;

int torain() = (allesses)

for (in+ i=1; i <= 5; i++) 3 if (i==5) = Continue;

Cout<<"i<< endl; man & continue and another party with the party

geturn 0; 

This means, continue;

- When I is equel to 3, the Continue steeternen skips the current interation of starts the next iteration.

- . Then, i become 4, & the conditions is evaluated again. townson and a stirler was
- · Hence, 4 4 5 are projected in the next two interations.

101	C++ Switch Case Statement
21	The Party to polen a regard to a grant of the
100	The switch steerment allow us to
	execute a block of code among many
	resterence tives.
	The Suntan at 1:04
200	The syntex of switch steetersent in C++ is
	The state of the s
	switch (expression) }
100	Case Consteant 1:
	break; adaption to the second
	Dava O
	Case Consteant 2:
	break; 1600 5 155 to
	debout to be designed to the state of the st
	19)
	Code to be execute.
900	Description of the second of t
1	Note: We can do was all
501/2	Note: We can do scene thing with the if else
299	ladder However, the syntex of the switch  3 tectement is cleaner & much easier to gear
	& much easier to sear
	100110
1900	Duick Oi
(	Jack Quiz
30	White a are man
5	Calculator using the switch stevement
	The 3 when 3 telleroland

ACIS ON SHEET

## C++ 90+0 Statement

The C++ programming, the goto steetement is used for altering the mornal sequences of programme execution by transpersing control to some other part of the progreen.

Syntex of goto stellerment

goto stecternont;

label:

Steetement;

In the syntex abhove, label is an identifier. When goto label; is concountered, the Control of progressor jump to label;

Reason to Avoid goto steutement

The goto ateleteroont gives the powers to jump any prod of the progress but, makes the logic of the progress Complex 4 templed.

The goto steverment can be seplaced in most of c++ I progresses with the use of break & Continue steerements.

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CORE DE LA	The negative number entered is not added
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C L. L. T.	muniform well-stoners
	The same of the sa
2.	Demostrate the Do-while loop using Continue
	Steetement.
	Eleminate prop
3.	Quild a simple Calculator using switch
	steversent.
	The state of the s
	The River of the state of the second of the
4.	point the Even numbers using Continue
more !	Steeternot in for 1001.
-1533	The state of the s
11	
5:	Demonestrate goto stellement.
	Demonestrate goto atellement.
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12-30	Sales was a sure of the sales o
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