

# C# Goto Statement with Examples

In **c#**, the **Goto** statement is used to transfer program control to the defined labeled statement, and it is useful to get out of the loop or exit from deeply nested loops based on our requirements.

Generally, in **c#**, the defined labeled statement must always exist in the goto statement's scope. We can define multiple **goto** statements in our application to transfer the program control to the specified labeled statement.

For example, we can use a **goto** statement in the switch (/tutorial/csharp/csharp-switch-case-statement-with-examples) statement to transfer control from one switch-case (/tutorial/csharp/csharp-switch-case-statement-with-examples) label to another or a default label based on our requirements.

## Syntax of C# Goto Statement

Following is the syntax of defining a **goto** statement in the **c#** programming language.

```
goto labeled_statement;
```

If you observe the above syntax, we defined a **goto** statement using the **goto** keyword and **labeled\_statement**. Here the **labeled\_statement** is used to transfer the program control to a specified **labeled\_statement** position.

Now we will see how to use the **goto** statement in **c#** for loop (/tutorial/csharp/csharp-for-loop-with-examples) to get out of the loop at the particular condition with examples.

## C# Goto Statement with For Loop Example

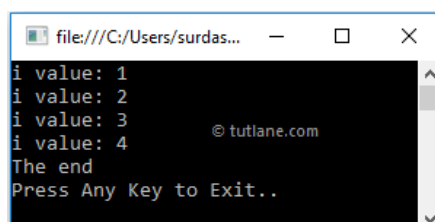
Following is the example of using the **goto** statement in for loop (/tutorial/csharp/csharp-for-loop-with-examples) to exit the loop based on our requirements.

```
using System;

namespace Tutlane
{
    class Program
    {
        static void Main(string[] args)
        {
            for (int i = 1; i < 10; i++)
            {
                if (i == 5)
                {
                    goto endloop;
                }
                Console.WriteLine("i value: {0}", i);
            }
            endloop: Console.WriteLine("The end");
            Console.WriteLine("Press Enter Key to Exit..");
            Console.ReadLine();
        }
    }
}
```

If you observe the above example, we used a **goto** in for loop (/tutorial/csharp/csharp-for-loop-with-examples) with the labeled statement "**endloop**" to exit for loop whenever the variable (**i**) value equals **5**.

When we execute the above **c#** program, we will get the result below.



If you observe the above result, whenever the variable (**i**) value equals **5**, then the **goto** statement transferred the program control from for loop (/tutorial/csharp/csharp-for-loop-with-examples) to the specified label statement (**endloop**) position.

# C# Goto Statement with Switch Statement

In **c#**, we can use the **goto** statement exit from defined loops or transfer control to a specific switch-case (/tutorial/csharp/csharp-switch-case-statement-with-examples) label or the switch statement's default label based on our requirements.

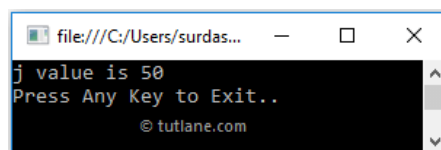
Now we will see how to use the **goto** statement in the switch-case (/tutorial/csharp/csharp-switch-case-statement-with-examples) statement with an example. Following is the example of using **goto** with a switch-case (/tutorial/csharp/csharp-switch-case-statement-with-examples) statement to transfer control from one switch-case (/tutorial/csharp/csharp-switch-case-statement-with-examples) label to another based on our requirements.

```
using System;

namespace Tutlane
{
    class Program
    {
        static void Main(string[] args)
        {
            int i = 3, j = 0;
            switch (i)
            {
                case 1:
                    j += 20;
                    Console.WriteLine("j value is {0}",j);
                    break;
                case 2:
                    j += 5;
                    goto case 1;
                case 3:
                    j += 30;
                    goto case 1;
                default:
                    Console.WriteLine("Not Known");
                    break;
            }
            Console.WriteLine("Press Enter Key to Exit..");
            Console.ReadLine();
        }
    }
}
```

If you observe the above example, we used a **goto** statement in multiple switch (/tutorial/csharp/csharp-switch-case-statement-with-examples) cases and trying to transfer program control from **case 2** / **case 3** to **case 1**.

When we execute the above **c#** program, we will get the result as shown below.



This is how we can use a **goto** statement with switch-case (/tutorial/csharp/csharp-switch-case-statement-with-examples) statements to transfer the program control from one case to another in **c#** programming language based on our requirements.

It's better to avoid using the **goto** statement in our **c#** applications because it will make the program logic complex. It's difficult to understand the process flow of program execution.

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