CONTENT 12

### Goto Statement In C

**A goto statement in C programming language provides an unconditional jump from the ‘goto’ to a labeled statement in the same function.**

**NOTE** − Use of **goto** statements is highly discouraged or avoided in any programming language because it makes difficult to trace the control flow of a program to fellow programmers, making the program hard to understand and hard to modify or manipulate. Any program which uses goto can be modified to avoid goto statements.

* These are also called ‘Jump Statement’.
* It is used to transfer the control to a predefined label.
* It’s use is avoided since it causes confusion for the fellow programmers in understanding code.
* goto statement is preferable when we need to break multiple loops using a single statement at the same time.

**Syntax for Goto statement:**

goto label;

.

.

label:

**Code1 For Explianing Goto statement:**

#include<stdio.h>

int main(int argc, char const \*argv[])

{   int num;

    printf("Enter a number to chech wheather it Odd or Even number: \t");

    scanf("%d",&num);

    if (num%2==0) {

        goto Even;

        Even:

    printf("The entered number is Even number \n");

    }

    else {

        goto Odd;

        Odd:

    printf("The Entered number is Odd number \n");

    }

        return 0;

}

**Code2**:

#include<stdio.h>

int main(int argc, char const \*argv[])

{   int num;             //int num,i=0;

    printf("Enter a number \t");

    scanf("%d",&num);

    for ( int i = 0; i < num; i++)

    {

        goto label;

    label:

    printf("%d \n",i);

    }

    return 0;

}

for ( int i = 0; i < num; i++)

we can also declare i here also and also declare at the top it does’t matter.