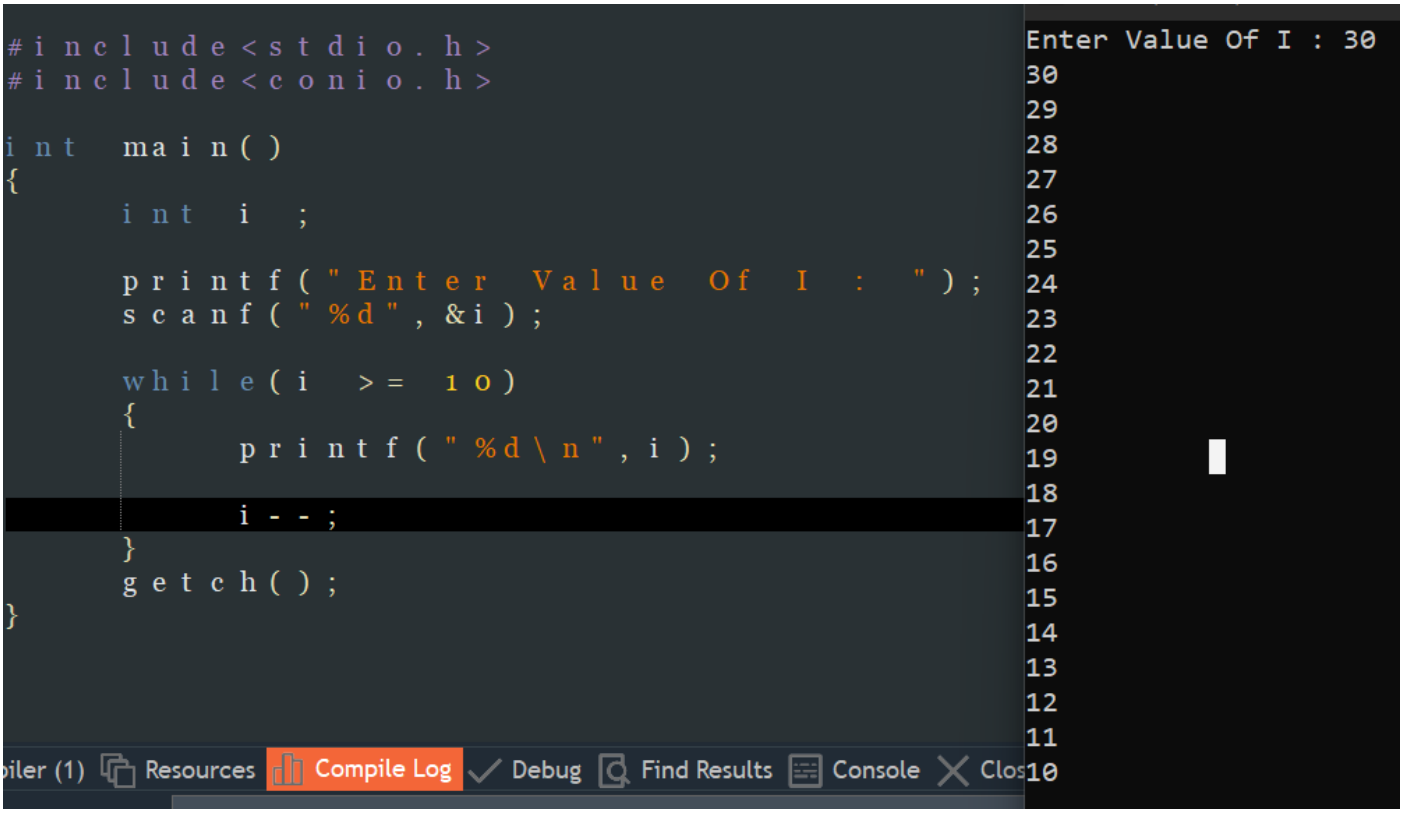
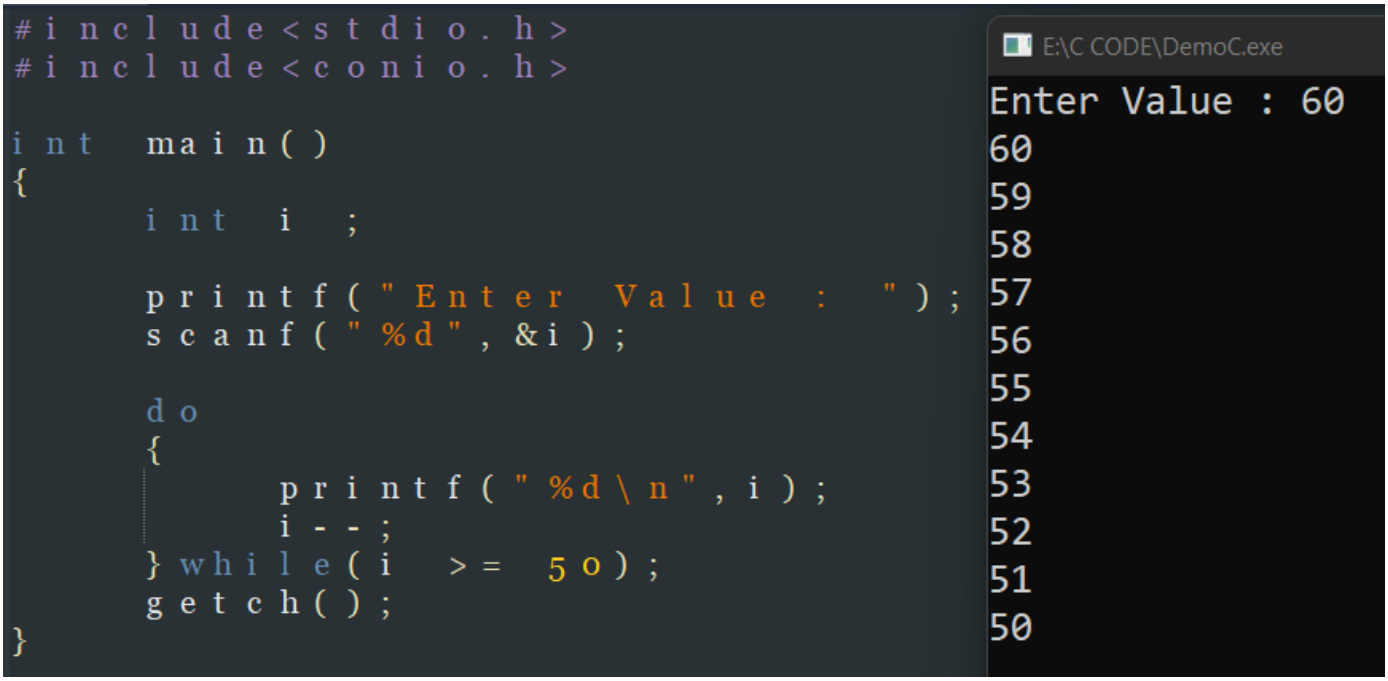
While Loop, Do While Loop, For Loop:

These are used for iterative control statement. It defines if you want to execute a statement for multiple times we can use while, do while, for depending upon the requirement we can use either while or do while or for statement.



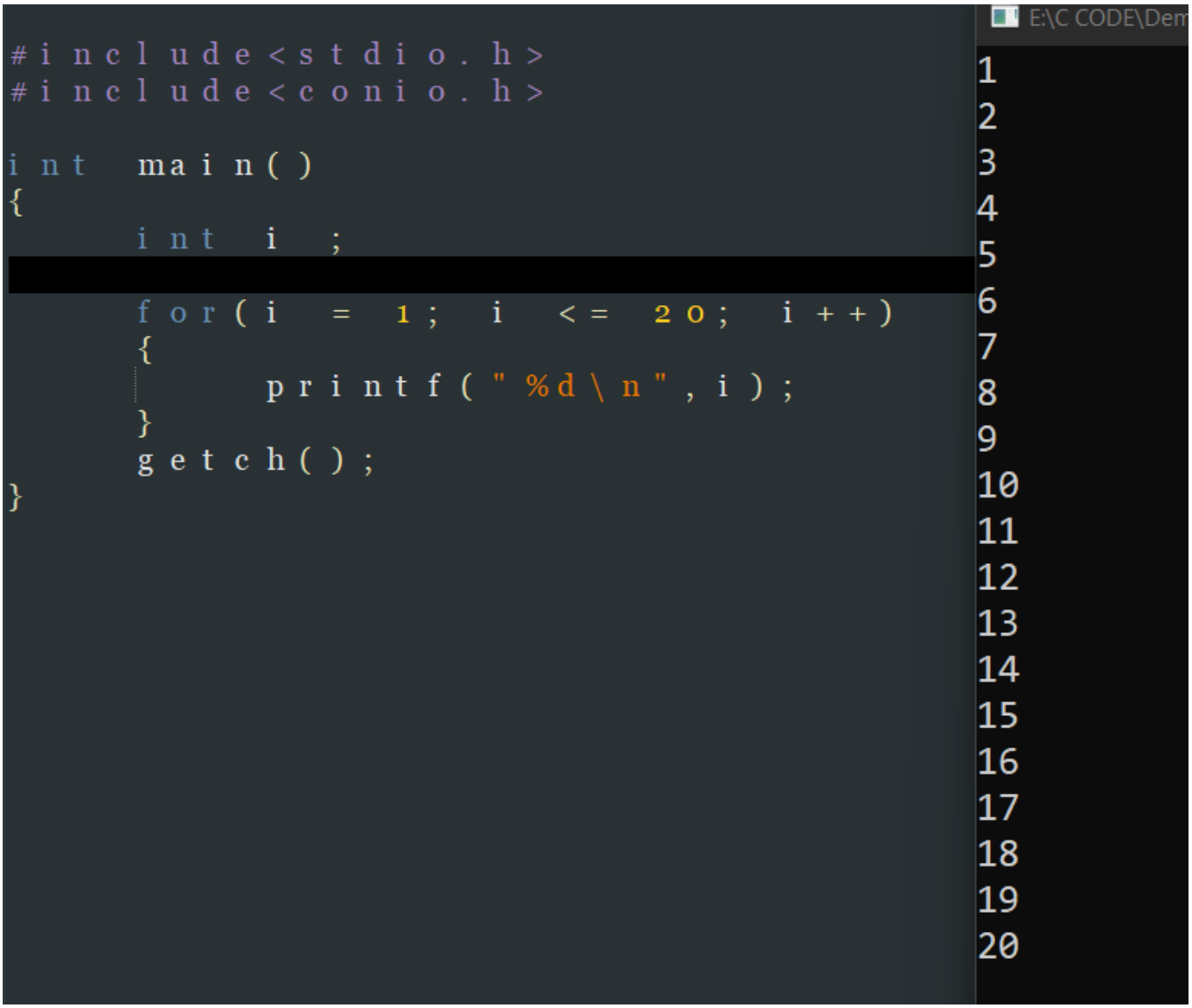
```c
#include<stdio.h>
#include<conio.h>

int main()
{
	int i;

	printf("Enter Value Of I : ");
	scanf("%d", &i);

	while(i >= 10)
	{
		printf("%d\n", i);

		i--;
	}
	getch();
}
```

```
Enter Value Of I : 30
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
```



```c
#include<stdio.h>
#include<conio.h>

int main()
{
	int i;

	printf("Enter Value : ");
	scanf("%d", &i);

	do
	{
		printf("%d\n", i);
		i--;
	}while(i >= 50);
	getch();
}
```

```
E:\C CODE\DemoC.exe
Enter Value : 60
60
59
58
57
56
55
54
53
52
51
50
```


#include<stdio.h>
#include<conio.h>
int main()
{
int i;
for(i = 1; i <= 20; i++)
{
printf("%d\n",i);
}
getch();
}
E:\C CODE\Dem
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

Switch Case Control Statement:

In switch case in switch we enter a value and in case we use value which are used for checking with switch value. If the value which is stored in switch is matched with any case value then that particular case's under statement will executed by the compiler.

```c
#include<stdio.h>
#include<conio.h>

int main()
{
    int i;

    printf("Enter Value : ");
    scanf("%d",&i);

    switch(i)
    {
        case 1:
            printf("One : %d",i);
            break;
        case 2:
            printf("Two : %d",i);
            break;
        default:
            printf("Value : %d",i);
    }
    getch();
}
```

```
E:\C CODE\DemoC.exe
Enter Value : 1
One : 1
--------------------------------
Process exited after 2.554 seconds with return value 0
Press any key to continue . . .
```

```c
#include<stdio.h>
#include<conio.h>

int main()
{
    int i;

    printf("Enter Value : ");
    scanf("%d",&i);

    switch(i)
    {
        case 1:
            printf("One : %d",i);
            break;
        case 2:
            printf("Two : %d",i);
            break;
        default:
            printf("Value : %d",i);
    }
    getch();
}
```

```
E:\C CODE\DemoC.exe
Enter Value : 2
Two : 2
--------------------------------
Process exited after 3.091 seconds with return value 0
Press any key to continue . . .
```

```c
#include<stdio.h>
#include<conio.h>

int main()
{
    int i;

    printf("Enter Value : ");
    scanf("%d",&i);

    switch(i)
    {
        case 1:
            printf("One : %d",i);
            break;
        case 2:
            printf("Two : %d",i);
            break;
        default:
            printf("Value : %d",i)
    }
    getch();
}
```

```
E:\C CODE\DemoC.exe
Enter Value : 419
Value : 419
--------------------------------
Process exited after 4.836 seconds with return value 0
Press any key to continue . . .
```

GoTo Control Instruction:

Go to is used for to jump into that particular statement for execution.

```c
#include<stdio.h>
#include<conio.h>

int main()
{
    int i,j = 1 ;

    printf("Enter Value : ");
    scanf("%d",&i);

    table:
        printf("%d * %d = %d\n",i,j,i*j);
        j++;
        if(j<=10)
        goto table;
    getch();
}
```

```
E:\C CODE\DemoC.exe
Enter Value : 10
10 * 1 = 10
10 * 2 = 20
10 * 3 = 30
10 * 4 = 40
10 * 5 = 50
10 * 6 = 60
10 * 7 = 70
10 * 8 = 80
10 * 9 = 90
10 * 10 = 100
```

```c
#include<stdio.h>
#include<conio.h>

int main()
{
    int i,j = 10 ;

    printf("Enter Value : ");
    scanf("%d",&i);

    if(i % 2 ==0)
    {
        goto even;
    }
    else
    {
        goto odd;
    }
    even:
        printf("Even Number");
        return;

    odd:
        printf("Odd Number");
        return;
    getch();
}
```

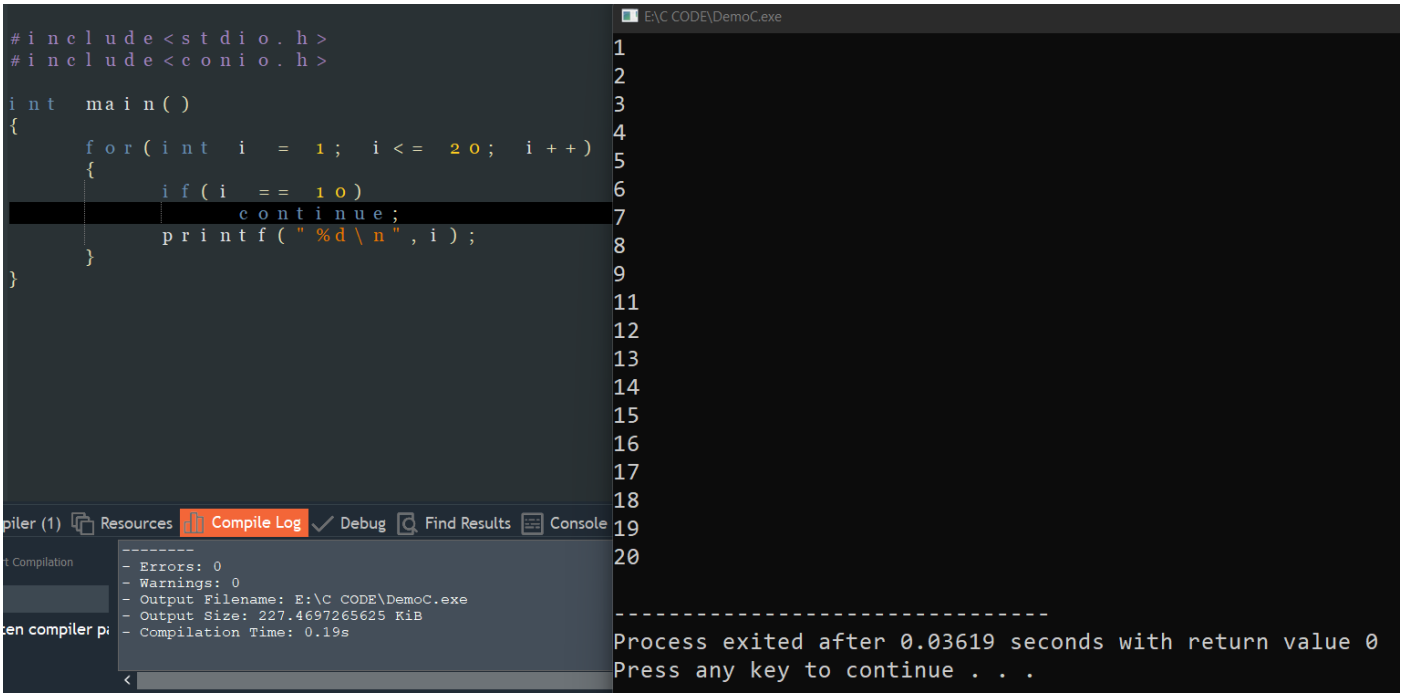
```
E:\C CODE\DemoC.exe
Enter Value : 57
Odd Number
--------------------------------
Process exited after 4.73 seconds with return value 10
Press any key to continue . . .
```

Break & Continue Statement:

Break define if you want to give a break in between an iteration of a execution of statement then we use break keyword. Continue keyword is used for if in an iteration if you want to continue the iteration from a particular time in that case you can use continue keyword.

```c
#include<stdio.h>
#include<conio.h>

int main()
{
    for(int i = 1; i<= 20; i++)
    {
        if(i == 10)
            break;
        printf("%d\n",i);
    }
}
```

```
E:\C CODE\DemoC.exe
1
2
3
4
5
6
7
8
9

--------------------------------
Process exited after 0.03618 seconds with return value 0
Press any key to continue . . .
```



```c
#include<stdio.h>
#include<conio.h>

int main()
{
    for(int i = 1; i<= 20; i++)
    {
        if(i == 10)
            continue;
        printf("%d\n",i);
    }
}
```

```
piler (1)  Resources  Compile Log  Debug  Find Results  Console
--------
- Errors: 0
- Warnings: 0
- Output Filename: E:\C CODE\DemoC.exe
- Output Size: 227.4697265625 KiB
- Compilation Time: 0.19s
```

```
E:\C CODE\DemoC.exe
1
2
3
4
5
6
7
8
9
11
12
13
14
15
16
17
18
19
20

--------------------------------
Process exited after 0.03619 seconds with return value 0
Press any key to continue . . .
```