**If/Else:**

package main

import "fmt"

func main() {

var a int = 100

var b int = 20

if a==b{

fmt.Println("a is equal to b")

}else if a%b==0{

fmt.Println("a is divisible by b")

}else{

fmt.Println("no match")

}

}

**Switch:**

package main

import "fmt"

func main() {

var a int = 100

switch a{

case 20:

fmt.Println("value of a is 20")

case 50:

fmt.Println("value of a is 50")

case 100:

fmt.Println("value of a is 100")

default:

fmt.Println("switch loop processed")

}

}

**For loop:**

package main

import "fmt"

func main() {

result := 1

for i := 1; i < 10; i++ {

result \*= i

}

fmt.Println(result)

}

**break:**

package main

import "fmt"

func main() {

var a int = 0

for a < 20 {

fmt.Printf("value of a: %d\n", a);

a++;

if a==5 {

/\* terminate the loop using break statement \*/

break;

}

}

}

**continue:**

package main

import "fmt"

func main() {

var a int = 0

for a < 5 {

if a ==3 {

/\* skip the iteration \*/

a = a + 1;

continue;

}

fmt.Printf("value of a: %d\n", a);

a++;

}

}

**exit:**

package main

import "fmt"

import "os"

func main() {

var a string = "hello"

fmt.Println("string value is: ", a)

os.Exit(0)

a = a+" world"

fmt.Println("updated string value is: ", a)

}