切换导航	Farseerfc
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```
1.
  2. import
  3. C++ Tricks 3.2 goto switch
C++ Tricks 3.2 标号、goto,以及switch的实现
2007 09 16 ()
<u>C++</u>
farseerfc.wordpress.com
3.2 标号、goto,以及switch的实现
goto (label) C
                                  goto
                             jmp
void f()
\{int i=0;
Loop: //A label
++i;
if(i<10)goto Loop; //Jump to the label
    Fortran Basic if then else for while
                                             goto(
```

goto

}

```
switch
                                     if
    switch
                   if then else
                                                   switch
switch
                           break
                                            switch
                                    case
            case
switch (shape.getAngle())
{
case 3: cout<<"Triangle";break;
case 4: cout<<"Square";break;
case 0:case1: cout<<"Not a sharp!";break;
default: cout << "Polygon";
}
        if
int i= getAngle(shape);
if (i==3) cout<<"Triangle";
else if(i==4) cout<<"Square";
else if(i==0||i==1) cout<<"Not a sharp!";
else cout<<"Polygon";
               switch
   switch
                    switch
   switch {}
                   case default break
```

```
{
case 3: cout<<"Triangle";goto _break;
case 4: cout<<"Square"; goto break;
case 0: case 1: cout<<"Not a sharp!"; goto break;
default: cout<<"Polygon";
break:
               goto
     case
                        case
goto _case_0;
goto _case_1;
goto _case_3;
goto case 4;
  case
100105: goto _case_0;
100110: goto _case_1;
100115: goto default; // case 2
                                    default
100120: goto _case_3;
100125: goto case 4;
```

switch (getAngle(shape))

```
goto =case *5+100105
  goto
        5
          default
int i= getAngle(shape);
if (i<0||i>=5)goto default;
i=i*5+100105; //
goto i; // C
100105: goto case 0;
100110: goto _case_1;
100115: goto default;
100120: goto _case_3;
100125: goto _case_4;
case 3: cout<<"Triangle";goto break;
_case_4: cout<<"Square"; goto _break;
case 0: case 1: cout<<"Not a sharp!"; goto break;
_default: cout<<"Polygon";</pre>
break:
    switch
                                     if
              switch
                                                case
```

{

}

, , case case case break switch case switch break

这 C++ Tricks 3.1 左值右值与常量性(Ivalue,rvalue & constant)篇 文

章是 "CPP_Tricks" 系列 文章的第 12 篇:

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- C++ Tricks 2.4 l386 C
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- C++ Tricks 2.6 I386 C (Variable Arguments)
- <u>C++ Tricks 2.7 l386</u>
- C++ Tricks 3.1 (Ivalue rvalue & constant)
- C++ Tricks 3.2 goto switch

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