

C++ Tricks 3.2

gotoswitch

farseerfc.wordpress.com

3.2 gotoswitch

```
goto(label)Cjmpgoto
```

```
void f()
```

```
{int i=0;
```

```
Loop: //A label
```

```
++i;
```

```
if(i<10)goto Loop; //Jump to the label
```

```
}
```

```
FortranBasicif then elseforwhilegoto(  
)“”
```

```
goto
```

```
switch
```

```
switchif then elseif“”switch
```

```
switchcasebreakcaseswitch
```

```
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

switchswitch

```
switch{ }casedefaultbreak
```

```
switch (getAngle(shape))
```

```
{
```

```
_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:
```

```
}
```

casegotocase

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 2default

100120: goto _case_3;

100125: goto _case_4;

goto5goto=case*5+100105

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";
_break:
}

switchswitchifcase
,,casecasecasebreakswitchcase
switchbreak
```