切换导航 Farseerfc

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3. C++ Tricks 3.2 goto switch

C++ Tricks 3.2 标号、goto，以及switch的实现

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C++

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3.2 标号、goto，以及switch的实现

goto (label) C jmp goto

```
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

switch if then else if “ ” switch
switch case break case switch

```
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

```
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:
}
        case          goto        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;
```

goto 5 goto =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:
}
```

switch switch if case

, , case case case break switch case switch break

这篇文章是 **"CPP_Tricks"** 系列文章的第 **12** 篇：

C++ Tricks 3.1 左值右值与常量性(lvalue，rvalue & constant)

Program Development in Java Preface

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- C++ Tricks 2.7 I386
- C++ Tricks 3.1 (lvalue rvalue & constant)
- C++ Tricks 3.2 goto switch

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