* break, continue, and go to statements: -

1. BREAK: - The break statement is used to exit from a loop (for, while, do-while) or a switch statement prematurely.

EXAMPLE: -

#include <stdio.h>

int main() {

for (int i = 1; i <= 10; i++) {

if (i == 5)

break;

printf("%d ", i);

}

return 0;

}

1. CONTINUE: - The continue statement skips the rest of the loop body for the current iteration and continues with the next iteration of the loop.

EXAMPLE: -

#include <stdio.h>

int main() {

for (int i = 1; i <= 5; i++) {

if (i == 3)

continue; // Skip printing when i is 3

printf("%d ", i);

}

return 0;

}

1. GOTO: - The go to statement transfers control to a labeled statement in the same function. It should be used sparingly, as it can make code harder to read and maintain.

Example: -

#include <stdio.h>

int main() {

int num = 1;

if (num == 1)

goto label; // Jump to label

printf("This line is skipped.\n");

label:

printf("Jumped to label.\n");

return 0;

}