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| Circle Language Spec: Execution Control |

## Jumps

Jumps are a form of *execution control*. Execution control is explained in the article *Execution Control*.

A *jump* makes the program jump immediately to a different part of the program. However, sometimes a jump is placed inside a conditional execution statement, basing the jump on a decision after all.

The following forms of *jumps* are supported:

- Normal execution order

- Label, Goto

- Call & Return

- Exit Command

- Exit Loop

- Continue

Each form is explained in a separate article.

The last two jumps are only used inside a loop, and will not be explained in this set of articles, but will be explained by the article *Jump-Related Loops*.