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| Circle Language Spec: Execution Control |

## Label & Goto

A Goto statement is an execution control statement, that immediately jumps to another part of the code.

In the new computer language Goto is an execution control command that is passed a reference to the clause to go to. The reference to the clause to go to is called the Target parameter.

A clause is a command definition embedded inside a command. The name of the clause is considered the *label* of the statement to jump to. In other computer programming languages the part of the code jumped to was marked with a label. In the new computer programming language, the next statement to jump to is encapsulated by a clause.

Just like in normal execution order a Goto statement never returns to the code it was called from.

The implementation of the execution control command Goto must somehow first roll back part of the call stack, so that the call to the execution control command does not return to where it was called from. Next the Goto command uses a machine instruction to jump to the jump Target.