**C# goto**

In this article, you'll learn about the C# goto statement with the help of examples.

In C#, the goto statement transfers control to some other part of the program. For example,

goto label;

...

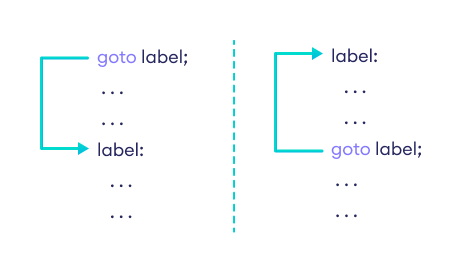
...

label:

...

...

Here, label is an identifier. When goto label; is encountered, the control of the program is transferred to label:. Then the code below label: is executed.

Working of goto statement in C, C++, C#

**Example: C# goto**

using System;

namespace CSharpGoto {

class Program {

public static void Main(string[] args) {

// label

repeat:

Console.WriteLine("Enter a number less than 10");

int num = Convert.ToInt32(Console.ReadLine());

if(num >= 10) {

// transfers control to repeat

goto repeat;

}

Console.WriteLine(num + " is less than 10");

Console.ReadLine();

}

}

}

**Output**

Enter a number less than 10

99

Enter a number less than 10

9

9 is less than 10

In the above program, we have a goto statement inside the if statement.

If the entered number is not less than **10**, goto repeat: transfers the control of the code to repeat:. Then, the code below repeat: is executed.

The control of code will be transferred to the repeat: label unless the entered number is less than 10.

**C# goto with switch statement**

In C#, we can use goto with a [switch](https://www.programiz.com/csharp-programming/switch-statement) statement to transfer control of a program to a specific case. For example,

using System;

namespace CSharpGoto {

class Program {

public static void Main(string[] args) {

Console.Write("Choose your coffee? milk or black: ");

string coffeeType = Console.ReadLine();

switch (coffeeType) {

case "milk":

Console.WriteLine("Can I have a milk coffee?");

break;

case "black":

Console.WriteLine("Can I have a black coffee?");

// transfer code to case "milk"

goto case "milk";

default:

Console.WriteLine("Not available.");

break;

}

Console.ReadLine();

}

}

}

**Output**

Can I have a black coffee?

Can I have a milk coffee?

In the above program, we have used the goto statement with a switch statement.

We have entered "black" as the coffeeType. Now the case "black" is executed.

Inside the case, we have used goto case "milk"; which will transfer the control of the program to the case "milk".

Hence, both cases are executed.

**goto with for Loop**

In C#, we can use goto to break out of a for loop. For example,

using System;

namespace CSharpGoto {

class Program {

static void Main() {

for(int i = 0; i <= 10; i++) {

if(i == 5) {

// transfers control to End label

goto End;

}

Console.WriteLine(i);

}

// End label

End:

Console.WriteLine("Loop End");

Console.ReadLine();

}

}

}

**Output**

0

1

2

3

4

Loop End

In the above program, we have created a for loop. It iterates from **0** to **10**.

Whenever the value of i equals **5**, the goto statement transfers the control of code to the End label. Hence, the program breaks out of the for loop.