**goto**

*Setting of unconditional transfer.*

**Syntax:**

**goto** <label name>;

<label name> : <assignment operators>;

**Description:**

Unconditional transfer to operation marked with a label. Unconditional transfers can be executed only within the same program block (function or algorithm section).

**Example:**

|  |  |
| --- | --- |
|  | Label1: i=i+1;  **if** i<10 **then goto** Label1; |