

## The C-Language Keywords and Symbols

Keywords		Symbols			
<b>MEMORY</b>	<b>CONTROL</b>	<b>CONTROL</b>	<b>LOGIC</b>	<b>MATH</b>	<b>BIT OP</b>
01.void	21.return	#	==	*	
02.char	22.if	< >	!=	%	&
03.int	23.else	//	<	/	^
04.short	24.switch	/* */	>	+	~
05.long	25.case	( )	<=	-	<<
06.float	26.default	{ }	>=		>>
07.double	27.while	;	&&		
08.signed	28.do	,			
09.unsigned	29.for	"	!		
10.struct	30.break	'			
11.union	31.continue	=			
12.enum	<b>32.goto</b>	[ ]			
13.const		:			
14.volatile		?			
15.auto		.			
16.extern		\			
17.static		<b>MEMORY</b>			
18.register		&			
19.typedef		*			
20.sizeof					

### goto / label

**goto** Keyword allow our PROGRAM to jump to a **"label:"** within a function

**"label:"** in C-Language is a name followed by a **colon : symbol**

**"label:"** structure

**Part1:**label\_name

**Part2:**colon symbol

**Part3:**label\_body

**Part2:colon : symbol**

- placed after the label name

**Part1:label\_name**

**Part3:label\_body**

- regular "instruction codes"

**label:**

**"goto"** usage

**Part1:"goto"** Keyword

**Part2:**label name

**Part2:label\_name**

- followed by a semi-colon ;

**Part1:goto** Keyword

- followed by a space

**goto label\_name;**

## ATMEGA328/ARDUINO - C\_LANGUAGE - goto / label

<https://github.com/teaksoon/lmaewapm>

Arduino IDE|Save PROGRAM as: **c\_goto\_label**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
  int ctr = 0;
  Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");

  label1:
    ctr++;
    Serial.print("\nLabel 1: ");
    Serial.print(" Counter = ");
    Serial.print(ctr);

  label2 :
    if (ctr >= 10) {
      goto label3;
    } else {
      goto label1;
    }

  label3:
    Serial.print("\n\nLabel 3");
}
void loop(){}

```

When we code goto label\_name:, the PROGRAM will jump to run the codes after the label\_name:

**This goto/label: usage is strongly discouraged. As it can cause alot of confusion when the program grows bigger.**