

Program on GOTO statement

Program – 1

```
# include <stdio.h>

int main(){
    int i,

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

    {

        if(i==5)

        {

            printf("\nWe are using goto statement when i = 5");

            goto jump;

        }

        printf("%d ",i);

    }

    jump : printf("\nNow, we are inside label name \"jump\" \n");

}
```

Out Put Screen

0 1 2 3 4

We are using goto statement when i = 5

Now, we are inside label name “jump”

Program – 2

```
/* C program to demonstrate the working of goto statement.*/  
# include <stdio.h>  
  
int main(){  
    float num,average,sum;  
    int i,n;  
    printf("Maximum no. of inputs: ");  
    scanf("%d",&n);  
    for(i=1;i<=n;++i){  
        printf("Enter n%d: ",i);  
        scanf("%f",&num);  
        if(num<0.0)  
            goto jump;          /* control of the program jumps to label jump */  
        sum=sum+num;  
    }  
    jump:  
    average=sum/(i-1);  
    printf("Average: %.2f",average);  
    return 0;  
}
```

Out Put Screen

Maximum no. of inputs: 4

Enter n1: 1.5

Enter n2: 12.5

Enter n3: 7.2

Enter n4: -1

Average: 7.07

Program – 3

```
#include <stdio.h>
```

```
int main ()
```

```
{
```

```
/* local variable definition */
```

```
int a = 10;
```

```
/* do loop execution */
```

```
LOOP:do
```

```
{
```

```
if( a == 15)
```

```
{
```

```
/* skip the iteration */
```

```
a = a + 1;
```

```
goto LOOP;
```

```
}
```

```
printf("value of a: %d\n", a);
```

```
a++;
```

```
}
```

```
while( a < 20 );
```

```
return 0;
```

Out Put Screen

value of a: 10

value of a: 11

value of a: 12

value of a: 13

value of a: 14

value of a: 16

value of a: 17

value of a: 18

value of a: 19

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