

C goto statement

The goto statement is known as jump statement in C. As the name suggests, goto is used to transfer the program control to a predefined label. The goto statment can be used to repeat some part of the code for a particular condition. It can also be used to break the multiple loops which can't be done by using a single break statement. However, using goto is avoided these days since it makes the program less readable and complecated.

Syntax:

1. label:
2. //some part of the code;
3. **goto** label;

goto example

Let's see a simple example to use goto statement in C language.

1. `#include <stdio.h>`
2. `int main()`
3. `{`
4. `int num,i=1;`
5. `printf("Enter the number whose table you want to print?");`
6. `scanf("%d",&num);`
7. `table:`
8. `printf("%d x %d = %d\n",num,i,num*i);`
9. `i++;`
10. `if(i<=10)`
11. `goto table;`
12. `}`

Output:

```
Enter the number whose table you want to print?10
10 x 1 = 10
10 x 2 = 20
10 x 3 = 30
10 x 4 = 40
10 x 5 = 50
10 x 6 = 60
```

10 x 7 = 70
10 x 8 = 80
10 x 9 = 90
10 x 10 = 100