

# TOPIC 9 JUMPING STATEMENTS

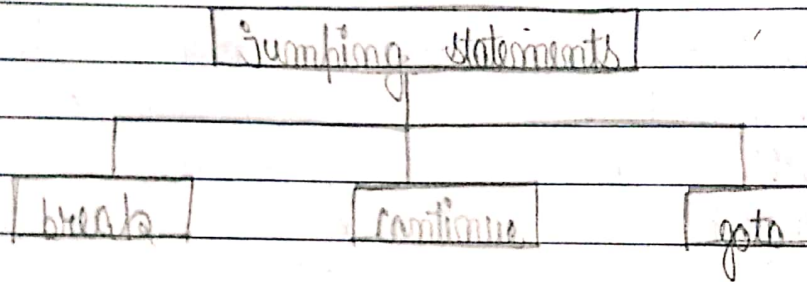
Jumping statements are used to transfer the control one part of the program to another part. It is used to interrupt the normal flow of the program.

Types of jumping statements:

break statement

continue statement

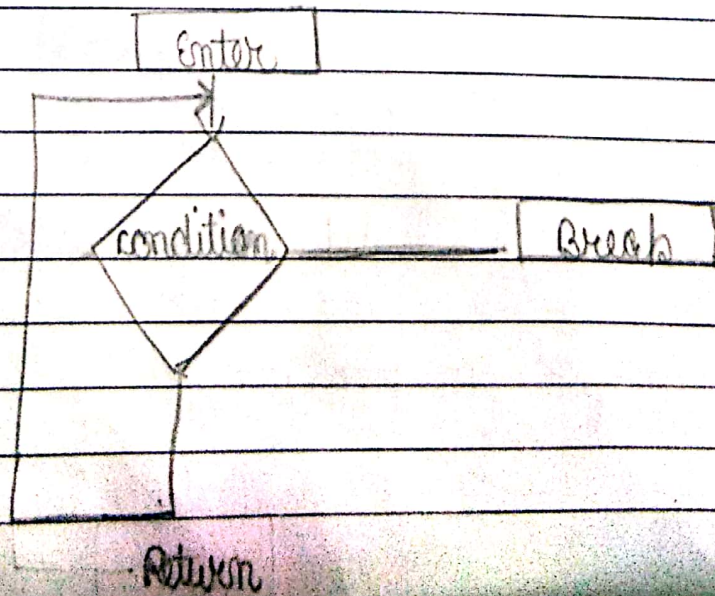
goto statement



1.) Break statement: Break statement is used to terminate loops. It can be used inside loop: while, do-while, a for or switch statement.

Syntax: break;

Flowchart:



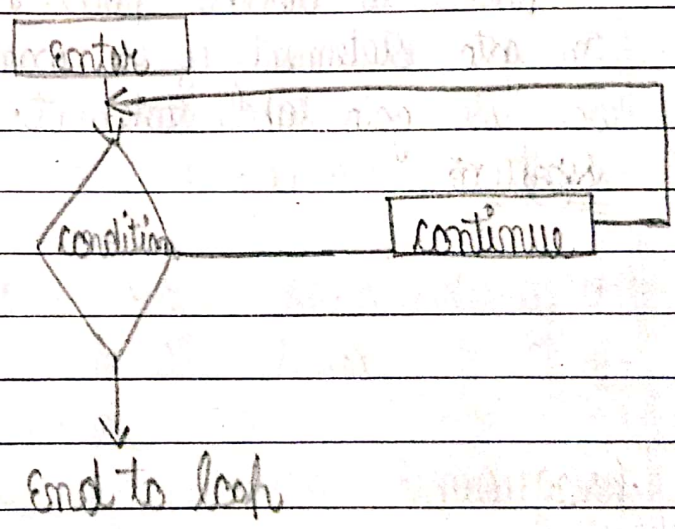
Programs

```
int i;  
for (i=1; i<10; i++)  
{  
    printf("%d", i);  
    if (i==5)  
        break;  
}  
getch();
```

2) Continue Statement: The statement is used to skip the current cycle of loop, and starts with the next cycle.

Syntax: continue;

Flowchart



```
Programs #include <stdio.h>  
#include <conio.h>  
void main ()  
{  
    int i=0;  
    for (i=0; i>10; i++)  
    {
```

```

printf("%d", i);
if (i == 5)
    continue;
printf("bottom of loop");
}
printf("end of program");

getch();
}

```

3) Goto statement: The goto statement is used to alter the sequence of a program and start execution from a desired statement.

The goto statement is a jump statement which jumps from 1 point to another point within a function.

In goto statement if we want to skip some statement then we use goto label statement.

Syntax: goto label;

label: statement

```

printf("In statement 1");
last:
printf("end of program");
getch();
}

```

Program:

```
void main()
```

```
{
```

```

printf("In statement 1");
printf("In statement 2");
printf("In statement 3");
goto last;
printf("In statement 4");

```