

BCA 1st Semester, 2025-28

Online Class

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Jump Statement

There are three jump statement that are used to direct the flow of execution to the required location.

(i) break

(ii) continue

(iii) goto

Note: (i) These statement must be the last statement inside the body.

(ii) Always assure that these jump statement get executed for any condition.

break Statement

This statement is used with switch – case() for every case inside to direct the flow of execution outside the switch body. In the absence of break statement the code coded for next case (as it can be seen by the programmer only and not to the compile while executing the switch case body) will be executed.

The next use of this statement is to direct the flow of execution outside the loop body. (the loop is controlled by the condition coded for it).

Syntax and Example of break statement

Syntax:

```
if(<condition>)
```

```
{
```

```
<statements>;
```

```
-----;
```

```
break;
```

```
/*no statement should  
appear after break*/
```

```
}
```

```
#include<stdio.h>
#include<conio.h>
void main() {
    int num=2, divisor, flag;
    printf("\n Prime numbers 2 to 100");
    while(num<=100)
    {
        flag=1;
        for(divisor=2;divisor<=num/2;
            divisor++)
        {
            if(num%divisor==0) {flag=0; break; }
        } /*for close*/
        if(flag==1)
        {
            printf("%d\t",num);
        } /* if close */
        num++;} /* while close */
    } /*main close */
```

continue Statement

This statement is used inside the loop body for any required condition to direct the flow of execution to the condition of the loop.

Syntax and Example of continue statement

Syntax:

```
if(<condition>)  
{  
    <statements>;  
    -----;  
    continue;  
    /*no statement should  
       appear after break*/  
}
```

```
#include<stdio.h>  
#include<conio.h>  
void main() {  
    int num=1;  
    while(num<=100)  
    {  
        if(num%2==0) {  
            num++;  
            break; }  
        printf("%d\t",num);  
        num++;}/*while close*/  
}/*main close */
```

goto Statement

This statement is used anywhere in a function body to direct the flow of execution to the labeled part. Hence it is also known as labeled statement.

Syntax and Example of goto statement

Syntax:

```
if(<condition>)  
{  
  <statements>;  
  -----;  
  goto <Label>;  
  /*no statement should appear  
    after goto statement*/  
}
```

Define the label as:

```
<Label>: {  
  <Statements>;  
  -----; }
```

```
#include<stdio.h>  
#include<conio.h>  
void main() {  
  int num=1;  
  num=2;  
  Repeat: {  
    printf("%d\t",num++);  
    num=num+1;  
  }  
  if(num<=100)  
    goto Repeat;  
} /*main close */
```