A `goto` statement in C programming language provides an unconditional jump from the `goto` to a labeled statement in the same function.

**NOTE:** Use of `goto` statement is highly discouraged in any programming language because it makes difficult to trace the control flow of a program, making the program hard to understand and hard to modify. Any program that uses a `goto` can be rewritten so that it doesn't need the `goto`.

**Syntax:**

The syntax for a `goto` statement in C is as follows:

```c
goto label;
... label: statement;
```

Here `label` can be any plain text except C keyword and it can be set anywhere in the C program above or below `goto` statement.

**Flow Diagram:**

![Flow Diagram](image)

**Example:**

```c
#include <stdio.h>

int main ()
{
    /* local variable definition */
    int a = 10;

    /* do loop execution */
    LOOP:do
    {
        /* skip the iteration */
        if( a == 15 )
        {
            /* skip the iteration */
            a = a + 1;
            goto LOOP;
        }
        printf("value of a: %d\n", a);
```
When the above code is compiled and executed, it produces the following result:

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