

PASCAL - GOTO STATEMENT

A **goto** statement in Pascal 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.

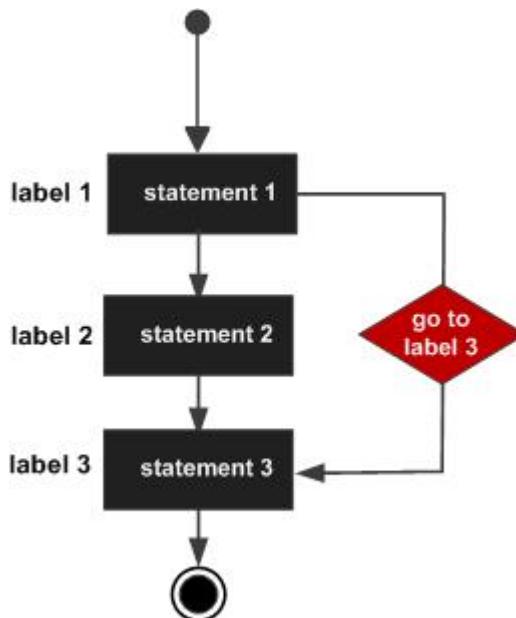
Syntax

The syntax for a **goto** statement in Pascal is as follows –

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

Here, *label* must be an unsigned integer label, whose value can be from 1 to 999.

Flow Diagram



Example

The following program illustrates the concept.

```
program exGoto;  
label 1;  
var  
  a : integer;  
  
begin  
  a := 10;  
  (* repeat until loop execution *)  
1: repeat  
  if( a = 15) then  
    begin  
      (* skip the iteration *)  
      a := a + 1;  
      goto 1;  
    end;
```

```
writeln('value of a: ', a);
a:= a +1;
until a = 20;
end.
```

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
```

Please note that –

- In Pascal, all labels must be declared before constant and variable declarations.
- The **if** and **goto** statements may be used in the compound statement to transfer control out of the compound statement, but it is illegal to transfer control into a compound statement.