

PERL GOTO FUNCTION

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Description

This function has three forms, the first form causes the current execution point to jump to the point referred to as LABEL. A goto in this form cannot be used to jump into a loop or external function. you can only jump to a point within the same scope.

The second form expects EXPR to evaluate to a recognizable LABEL. In general, you should be able to use a normal conditional statement or function to control the execution of a program, so its use is deprecated.

The third form substitutes a call to the named subroutine for the currently running subroutine. The new subroutine inherits the argument stack and other features of the original subroutine; it becomes impossible for the new subroutine even to know that it was called by another name.

Syntax

Following is the simple syntax for this function –

```
goto LABEL
goto EXPR
goto &NAME
```

Return Value

This function does not return any value.

Example

Following is the example code showing its basic usage –

```
#!/usr/bin/perl

$count = 0;

START:
$count = $count + 1;

if( $count > 4 ){
    print "Exiting program\n";
}else{
    print "Count = $count, Jumping to START:\n";
    goto START;
}
```

When above code is executed, it produces the following result –

```
Count = 1, Jumping to START:
Count = 2, Jumping to START:
Count = 3, Jumping to START:
Count = 4, Jumping to START:
Exiting program
```