PERL GOTO STATEMENT

Perl does support a **goto** statement. There are three forms: goto LABEL, goto EXPR, and goto &NAME.

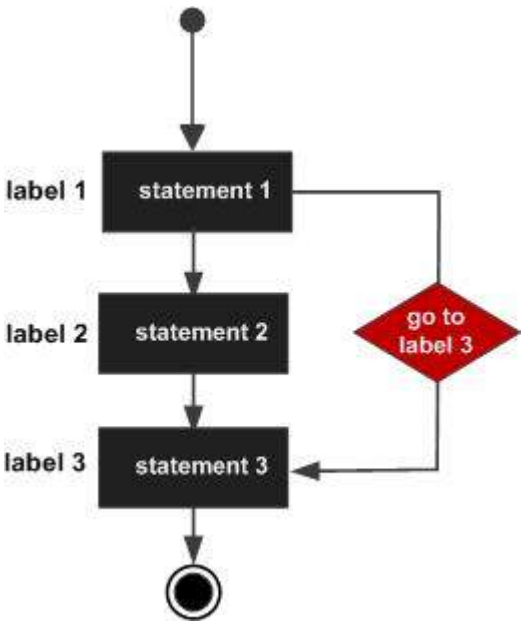
S.N.	goto type
1	**goto LABEL** The goto LABEL form jumps to the statement labeled with LABEL and resumes execution from there.
2	**goto EXPR** The goto EXPR form is just a generalization of goto LABEL. It expects the expression to return a label name and then jumps to that labeled statement.
3	**goto &NAME** It substitutes a call to the named subroutine for the currently running subroutine.

Syntax

The syntax for a **goto** statements is as follows −

```
goto LABEL

or

goto EXPR

or

goto &NAME
```

Flow Diagram



Example

The following program shows the most frequently used form of **goto** statement −

```
#/usr/local/bin/perl

$a = 10;

LOOP:do
{
    if( $a == 15){
       # skip the iteration.
       $a = $a + 1;
       # use goto LABEL form
       goto LOOP;
    }
    print "Value of a = $a\n";
    $a = $a + 1;
}while( $a < 20 );
```

When the above code is 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
```

Following example shows the usage of goto EXPR form. Here we are using two strings and then concatenating them using string concatenation operator . . Finally, its forming a label and goto is being used to jump to the label −

```
#/usr/local/bin/perl

$a = 10;
$str1 = "LO";
$str2 = "OP";

LOOP:do
{
    if( $a == 15){
       # skip the iteration.
       $a = $a + 1;
       # use goto EXPR form
       goto $str1.$str2;
    }
    print "Value of a = $a\n";
    $a = $a + 1;
}while( $a < 20 );
```

When the above code is 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
```