

# PERL NEXT STATEMENT

[http://www.tutorialspoint.com/perl/perl\\_next\\_statement.htm](http://www.tutorialspoint.com/perl/perl_next_statement.htm)

Copyright © tutorialspoint.com

The Perl **next** statement starts the next iteration of the loop. You can provide a LABEL with **next** statement where LABEL is the label for a loop. A **next** statement can be used inside a nested loop where it will be applicable to the nearest loop if a LABEL is not specified.

If there is a **continue** block on the loop, it is always executed just before the condition is about to be evaluated. You will see the continue statement in separate chapter.

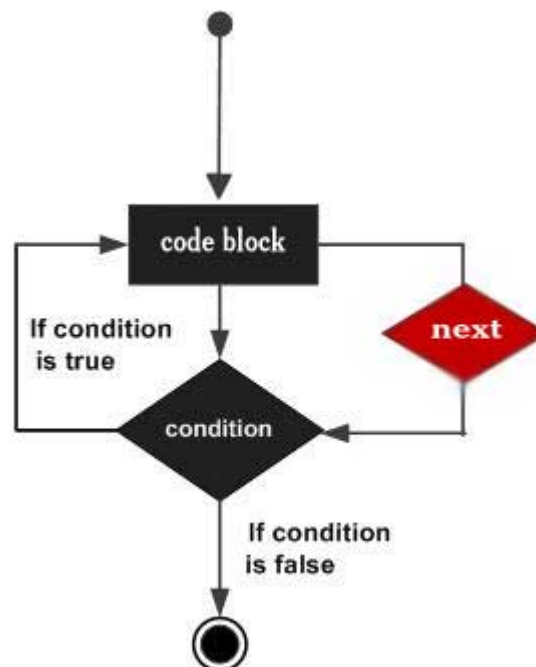
## Syntax

The syntax of a **next** statement in Perl is –

```
next [ LABEL ];
```

A LABEL inside the square braces indicates that LABEL is optional and if a LABEL is not specified, then next statement will jump the control to the next iteration of the nearest loop.

## Flow Diagram



## Example

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

$a = 10;
while( $a < 20 ){
    if( $a == 15)
    {
        # skip the iteration.
        $a = $a + 1;
        next;
    }
    print "value of a: $a\n";
    $a = $a + 1;
}
```

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
```

Let's take one example where we are going to use a LABEL along with next statement –

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

$a = 0;
OUTER: while( $a < 4 ){
    $b = 0;
    print "value of a: $a\n";
    INNER:while ( $b < 4){
        if( $a == 2){
            $a = $a + 1;
            # jump to outer loop
            next OUTER;
        }
        $b = $b + 1;
        print "Value of b : $b\n";
    }
    print "\n";
    $a = $a + 1;
}
```

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

```
value of a: 0
Value of b : 1
Value of b : 2
Value of b : 3
Value of b : 4

value of a: 1
Value of b : 1
Value of b : 2
Value of b : 3
Value of b : 4

value of a: 2
value of a: 3
Value of b : 1
Value of b : 2
Value of b : 3
Value of b : 4
```