The C language has the `goto` statement that you may use it in your C++ programs. However, this violates the structured programming principle. It should be avoided. Listing 1 gives an example.

**Listing 1 GotoDemo.cpp**

```cpp
#include <iostream>
using namespace std;

int main()
{
    int count = 0;

    loop:
        cout << "Welcome to Java" << endl;
        count++;
        if (count < 5) goto loop;

    return 0;
}
```

**Sample Output**

Welcome to Java
Welcome to Java
Welcome to Java
Welcome to Java
Welcome to Java

Line 6 defines a label named loop. The statement followed immediately after the label is called a labeled statement. The `goto` statement in line 11 transfers the control to the labeled statement.

Note that the `break` and `continue` statements are differently from the `goto` statement. The `goto` statement can transfer the control anywhere in the program. The `break` statement breaks a loop and the `continue` statement breaks an iteration.