

goto — goto label

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Syntax

```

label: ...
      ...
      goto label

```

where *label*: may occur before or after the `goto`.

Description

`goto label` causes control to pass to the statement following *label*:. *label* may be any name up to eight characters long.

Remarks and examples

[stata.com](#)

These days, good style is to avoid using `goto`.

`goto` is useful when translating a FORTRAN program, such as

```

A = 4.0e0/3.0e0
10 B = A - 1.0e0
   C = B + B + B
   EPS = DABS(C - 1.0e0)
   if (EPS.EQ.0.0e0) GOTO 10

```

The Mata translation is

```

          a = 4/3
s10:      b = a - 1
          c = b + b + b
          eps = abs(c-1)
          if (eps==0) goto s10

```

although

```

a = 4/3
do {
    b = a - 1
    c = b + b + b
    eps = abs(c - 1)
} while (eps==0)

```

is more readable.

Reference

Gould, W. W. 2005. *Mata Matters: Translating Fortran*. *Stata Journal* 5: 421–441.

Also see

[M-2] **do** — do ... while (exp)

[M-2] **for** — for (exp1; exp2; exp3) stmt

[M-2] **while** — while (exp) stmt

[M-2] **break** — Break out of for, while, or do loop

[M-2] **continue** — Continue with next iteration of for, while, or do loop

[M-2] **intro** — Language definition