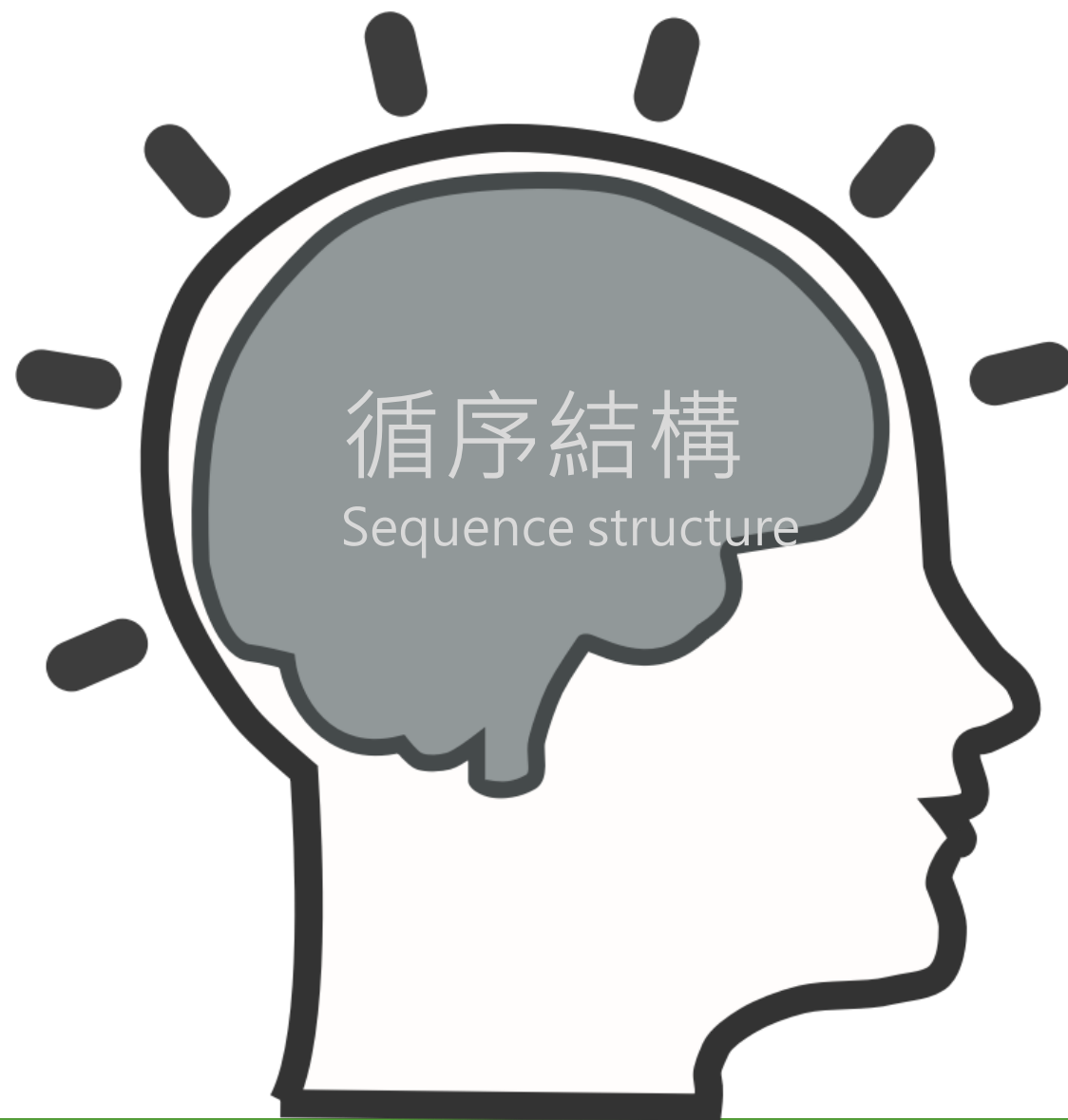


轉向  
if...goto

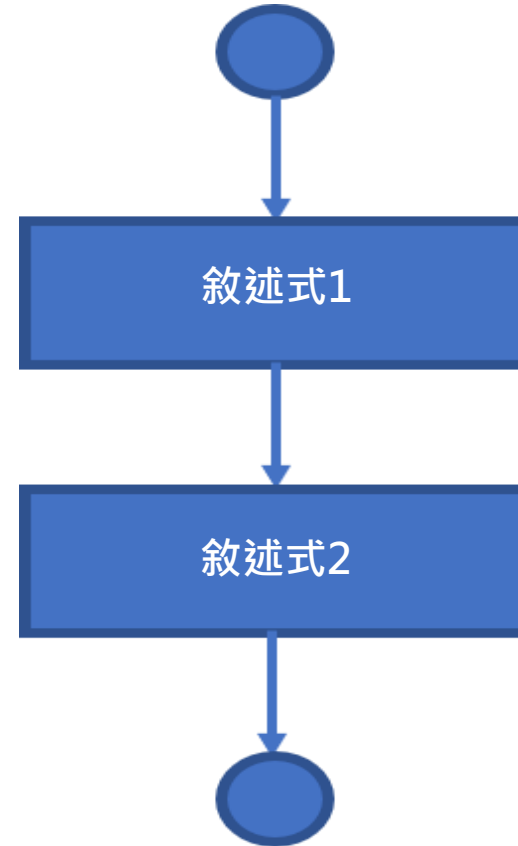


循序結構

Sequence structure

程式中的敘述式是以他們  
在程式中的順序一個接一  
個地執行

the instruction is  
executed one by one in  
the order





改變循序  
的方法

The way to change  
sequence

C++有一些語句，可以指定下一段執行的語句序列，這叫做  
控制權的移轉 **transfer of control**



if...  
goto

```
標籤label :  
敘述式statement;  
if(條件式condition){  
    goto 標籤label ;  
}
```



if...goto  
的語法

# goto 一定要與if配合，否則停不下來(無窮迴圈)

Goto must work with if, otherwise it won't stop (infinite loop)

---

標籤：

```
;  
//if(條件表達式){  
    goto 標籤;  
//}
```

HaHaHa!

印10次

Print HaHaHa! 10 times

練習  
practice






```
#include<iostream>
using namespace std;
int main()
{
    int i=0;
    repeat:
    cout<<"HaHaHa!"<<endl;
    i=i+1;
    if (i<10){
        goto repeat;
    }
    return 0;
}
```

重複的  
開始  
Start to repeat

迴圈的主體  
The main body of  
repeat

迴圈的  
終止條件  
The termination condition of repeat

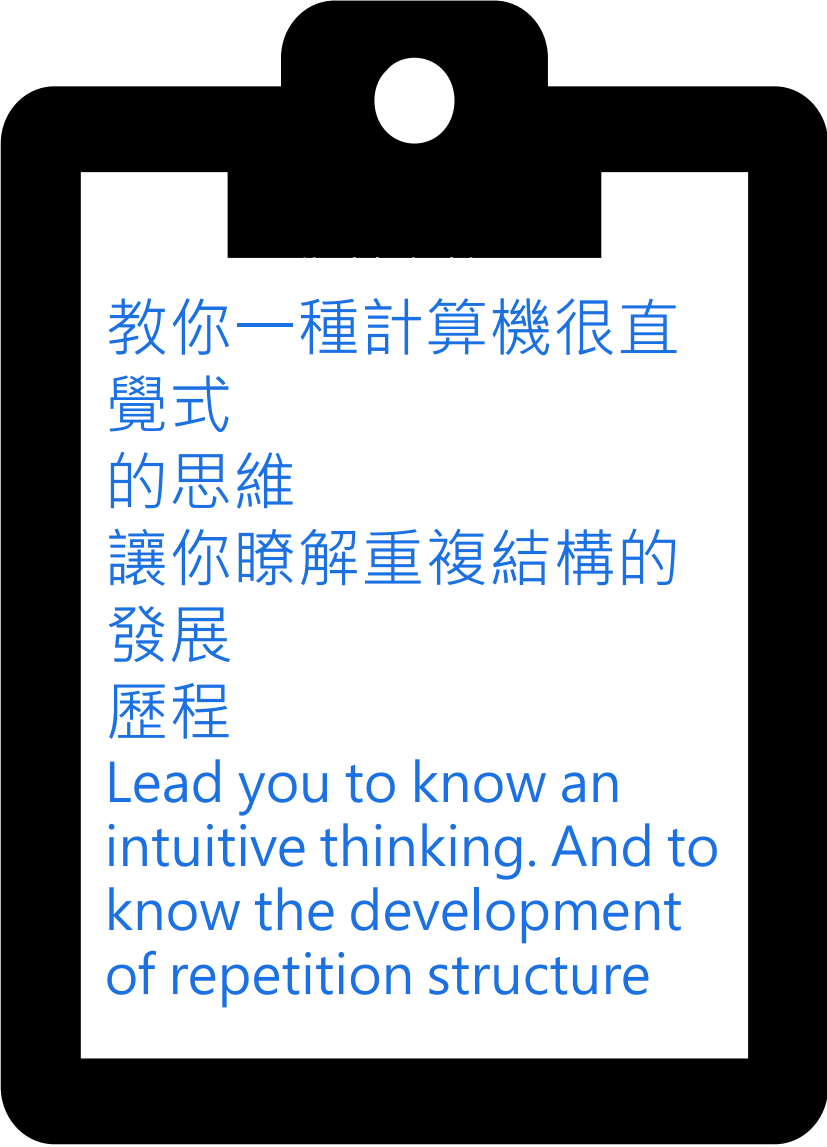


1960年代，人們發現任意  
控制權的移轉，將會使得  
軟體發展越發困難

In the 1960s, it was found that the transfer  
of control will make software development  
become more difficult.

因為工程師可以做極大範圍  
的控制權移轉，偵錯與修改  
難度較高

Because engineers need to a great deal of  
it transfer of control, error detection and  
modification. It's more difficult



教你一種計算機很直  
覺式  
的思維  
讓你瞭解重複結構的  
發展  
歷程

Lead you to know an  
intuitive thinking. And to  
know the development  
of repetition structure