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```
goto — goto label
```

Description Syntax Remarks and examples Reference Also see

Description

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

Syntax

```
label: ...
goto label
```

where label: may occur before or after the goto and must be a valid Stata name.

Remarks and examples

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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

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] break — Break out of for, while, or do loop
[M-2] continue — Continue with next iteration of for, while, or do loop
[M-2] do — do ... while (exp)
[M-2] for — for (exp1; exp2; exp3) stmt
[M-2] while — while (exp) stmt
[M-2] Intro — Language definition
```

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