

#define, #if, and #endif preprocessor directives

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/*
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*/
/*
Example4_16.cs illustrates the use of the
#define, #if, and #endif preprocessor directives
*/
#define DEBUG

public class Example4_16
{
    public static void Main()
    {
        int total = 0;
        int counter = 0;

        myLabel:
        counter++;
        total += counter;
        System.Console.WriteLine("counter = " + counter);
        if (counter < 5) { #if DEBUG System.Console.WriteLine("goto
myLabel"); #endif goto myLabel; }
        System.Console.WriteLine("total = " + total); } } [/csharp]
```