

#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]
```