

#undef, #elif, and #else preprocessor directives

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/*
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/*
Example4_17.cs illustrates the use of the
#undef, #elif, and #else preprocessor directives
*/

#define DEBUG
#undef DEBUG
#define PRODUCTION

public class Example4_17
{

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"); #elif PRODUCTION System.Console.WriteLine("counter
< 5"); #else System.Console.WriteLine("goto myLabel, counter <
5"); #endif goto myLabel; } System.Console.WriteLine("total =
```

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" + total); } } [/csharp]
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