# The use of the #define, #if, and #endif preprocessor directives



```csharp
#define DEBUG

class Test
{
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]
```