#undef, #elif, and #else preprocessor directives


```
#define DEBUG
#undef DEBUG
#define PRODUCTION

class Test {
public static void Main() {
int total = 0;
int counter = 10;

myLabel:
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 =
" + total); } } [/csharp]
```