

Why is preprocessor wilderness a problem?

```
class Edge {
    Node first, second;
    // #ifdef Weighted
    int weight;
    // #endif
    Edge(Node first, Node second) {...}
    boolean equals(Edge e) {
        return (first == e.first
            && second == e.first
    // #ifndef Directed
        || first == e.second
        && second == e.first
        ) && weight == e.weight;
    // #endif
    }
    void testEquality() {
        Node a = new Node();
        Node b = new Node();
        Edge e = new Edge(a, b);
        Assert.assertTrue(e.equals(e));
    } }
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    Node first, second;

    int weight;

    Edge(Node first, Node second) {...}
    boolean equals(Edge e) {
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            && second == e.first

        || first == e.second
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        ) && weight == e.weight;
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    void testEquality() {
        Node a = new Node();
        Node b = new Node();
        Edge e = new Edge(a, b);
        Assert.assertTrue(e.equals(e));
    } }
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