Why is preprocessor wilderness a problem?

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class Edge {
  Node first, second;
//#ifdef Weighted
  int weight;
//#endif
  Edge(Node first, Node second) {...}
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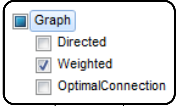

- Graph
  - [ ] Directed
  - [✓] Weighted
  - [ ] OptimalConnection

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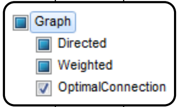

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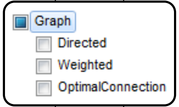

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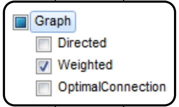

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