

```
class Edge {  
    int cost = 1;  
    //##if Weighted  
    int weight = 3;  
    //##endif  
    //##if Coloring  
    //##if SimpleColor  
    int colorCost = 2;  
    //##endif  
    //##if MultiColor  
    int[] colorCosts = {1, 2};  
    //##endif  
    //##endif  
  
    int computeCost() {  
        int total = cost;  
        //##if Weighted  
        total += weight;  
        //##endif  
        //...  
    }  
}
```