

```
// ... (continued)

//#if Coloring
//#if SimpleColor
total += colorCost;
//#endif
//#if MultiColor
for (int c : colorCosts) {
    total += c;
}
//#endif
//#endif
//#if Directed
return total * 2;
//#elif Undirected
return total;
//#endif
}
}
```