```
class Graph {
  //#ifndef DIRECTED
  //#ifdef HYPER
  void edgeVariant1() {
    Set<Node> nodes;
  }
  //#ifdef DIRECTED
  void edgeVariant2() {
    Node a, b;
    a.connectTo(b);
  }
  //#endif
  //#else
  //#ifndef HYPER
  void edgeFallback() {
    Pair<Node, Node> link;
    //#ifdef DIRECTED
    link = new Pair<>(new Node(), new Node());
    //#endif
  }
  //#endif
  //#endif
};
```