

```
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
        // ...
    }
}
```