C# Preprocessor Directives

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| **Sl.No.** | **Preprocessor Directive & Description** |
| 1 | **#define**  It defines a sequence of characters, called symbol. The #define preprocessor directive creates symbolic constants. #define lets you define a symbol such that, by using the symbol as the expression passed to the #if directive, the expression evaluates to true. Its syntax is as follows –  #define symbol |
| 2 | **#undef**  It allows you to un-define a symbol. |
| 3 | **#if**  It allows testing a symbol or symbols to see if they evaluate to true. |
| 4 | **#else**  It allows to create a compound conditional directive, along with #if. |
| 5 | **#elif**  It allows creating a compound conditional directive. |
| 6 | **#endif**  Specifies the end of a conditional directive. |
| 7 | **#line**  It lets you modify the compiler's line number and (optionally) the file name output for errors and warnings. |
| 8 | **#error**  It allows generating an error from a specific location in your code. |
| 9 | **#warning**  It allows generating a level one warning from a specific location in your code. |
| 10 | **#region**  It lets you specify a block of code that you can expand or collapse when using the outlining feature of the Visual Studio Code Editor. |
| 11 | **#endregion**  It marks the end of a #region block. |