**MCQs on Preprocessor Directives in C#**

1. **What is the purpose of preprocessor directives in C#?**  
   a) To preprocess information before compilation  
   b) To execute runtime calculations  
   c) To define runtime variables  
   d) To create dynamic objects  
   **Answer:** a) To preprocess information before compilation
2. **Which symbol is used to denote a preprocessor directive in C#?**  
   a) $  
   b) @  
   c) #  
   d) %  
   **Answer:** c) #
3. **Which of the following preprocessor directives is used to define a symbol?**  
   a) #define  
   b) #symbol  
   c) #create  
   d) #macro  
   **Answer:** a) #define
4. **What is the role of the #if directive in C#?**  
   a) To check if a variable is initialized  
   b) To test whether a symbol is defined  
   c) To execute a function conditionally  
   d) To create a loop structure  
   **Answer:** b) To test whether a symbol is defined
5. **Which directive is used to end a conditional directive in C#?**  
   a) #endif  
   b) #end  
   c) #finish  
   d) #stop  
   **Answer:** a) #endif
6. **What does the #warning directive do?**  
   a) Generates an error message  
   b) Suppresses warnings  
   c) Generates a compiler warning  
   d) Stops code execution  
   **Answer:** c) Generates a compiler warning
7. **Which directive allows modifying the compiler’s line number for error reporting?**  
   a) #define  
   b) #region  
   c) #line  
   d) #pragma  
   **Answer:** c) #line
8. **What is the purpose of the #region directive?**  
   a) To define a function  
   b) To specify an expandable/collapsible block of code in Visual Studio  
   c) To declare a namespace  
   d) To execute code conditionally  
   **Answer:** b) To specify an expandable/collapsible block of code in Visual Studio
9. **Which preprocessor directive is used to remove a defined symbol?**  
   a) #undef  
   b) #remove  
   c) #delete  
   d) #clear  
   **Answer:** a) #undef
10. **What is the result of running the following code?**
11. #define PI
12. using System;
13. class Program
14. {
15. static void Main()
16. {
17. #if (PI)
18. Console.WriteLine("PI is defined");
19. #else
20. Console.WriteLine("PI is not defined");
21. #endif
22. }
23. }

a) PI is defined  
b) PI is not defined  
c) Compilation error  
d) Runtime exception  
**Answer:** a) PI is defined