

#else

The #else compiler directive is used to unconditionally select source lines to be read following a failed #if or #elseif test.

If the previous #if or #elseif was not satisfied, source lines are selected until the next #endif.

If the previous #if or #elseif was satisfied, source lines are excluded until the next #endif.

Example:

```
// This include should be included twice with #include
// The first include brings in all the relevant declarations
// The second include brings in the executable code

#if not defined(declared)
    // declarations go here
#define declared
#else
    // executable code goes here
#endif
```

RPG Equivalent

/ELSE