is just a conditional execution of the // do something block. So if that condition is not met, the // do something block is skipped. But the execution moves to the next line after that block.

You use require when you wish to revert the entire state changes so far in the function if some condition is not met. For example,



In case \_input is less than 100, you don't want even sender to be updated to msg.sender. So when the require fails, the entire transaction is reverted. This may not seem so relevant in the function body above. But there are instances where you call another contract, transfer some tokens, etc. For such situations, the require is an extremely safe way to handle failures or conditions not being met in solidity.