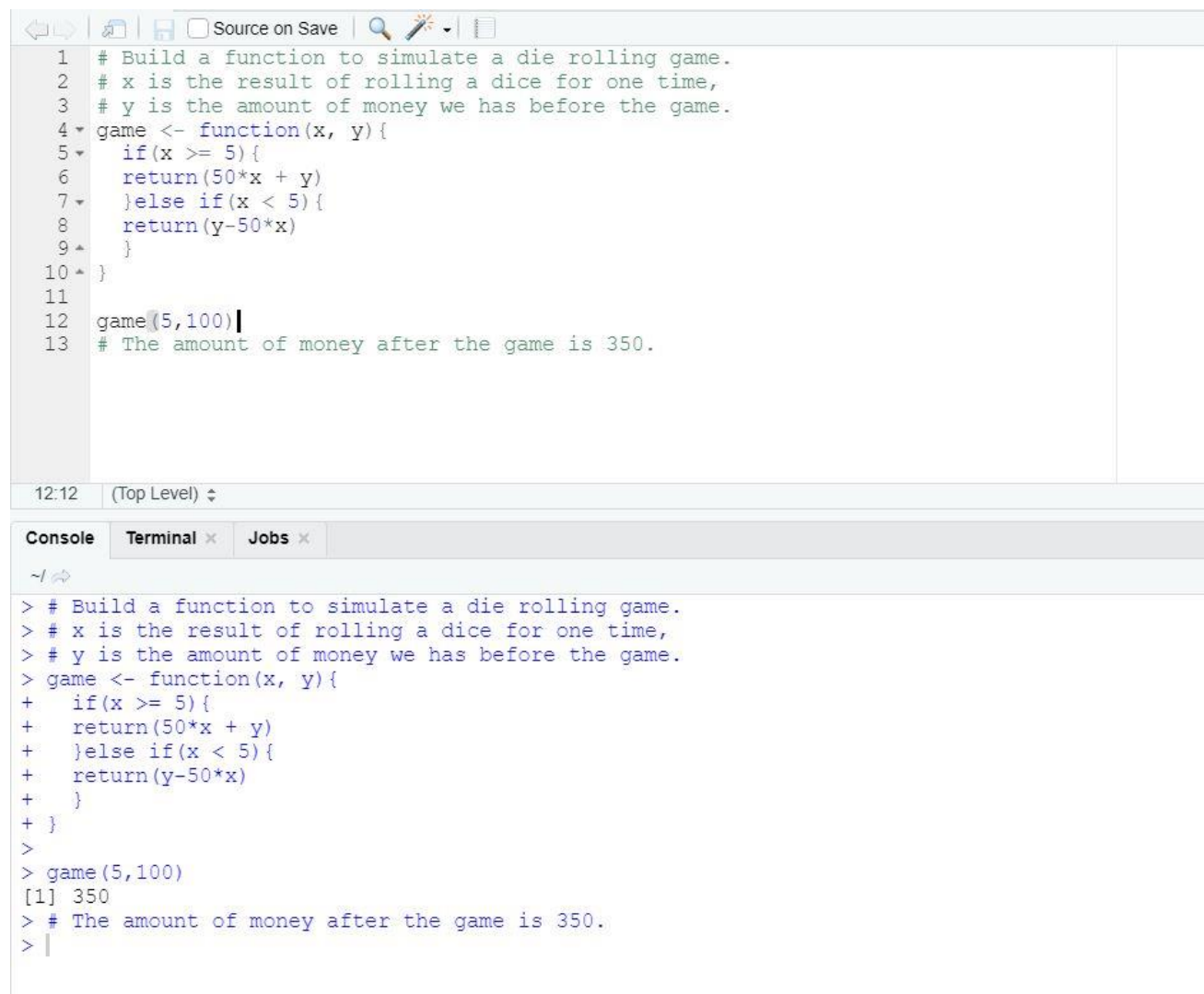```
# Build a function to simulate a die rolling game.
# x is the result of rolling a dice for one time,
# y is the amount of money we has before the game.
game <- function(x, y){
    if(x >= 5){
    return(50*x + y)
    }else if(x < 5){
    return(y-50*x)
    }
}

game(5,100)
# 輸入(5,100) => 5*50+100 = 350
```



```
1   # Build a function to simulate a die rolling game.
2   # x is the result of rolling a dice for one time,
3   # y is the amount of money we has before the game.
4 ▾ game <- function(x, y){
5 ▾   if(x >= 5){
6     return(50*x + y)
7 ▾   }else if(x < 5){
8     return(y-50*x)
9 ▴   }
10 ▴ }
11
12   game (5,100)|
13   # The amount of money after the game is 350.
```

12:12   (Top Level) ÷

Console   Terminal ×   Jobs ×

~/ ⇨

```
> # Build a function to simulate a die rolling game.
> # x is the result of rolling a dice for one time,
> # y is the amount of money we has before the game.
> game <- function(x, y){
+   if(x >= 5){
+   return(50*x + y)
+   }else if(x < 5){
+   return(y-50*x)
+   }
+ }
>
> game (5,100)
[1] 350
> # The amount of money after the game is 350.
> |
```