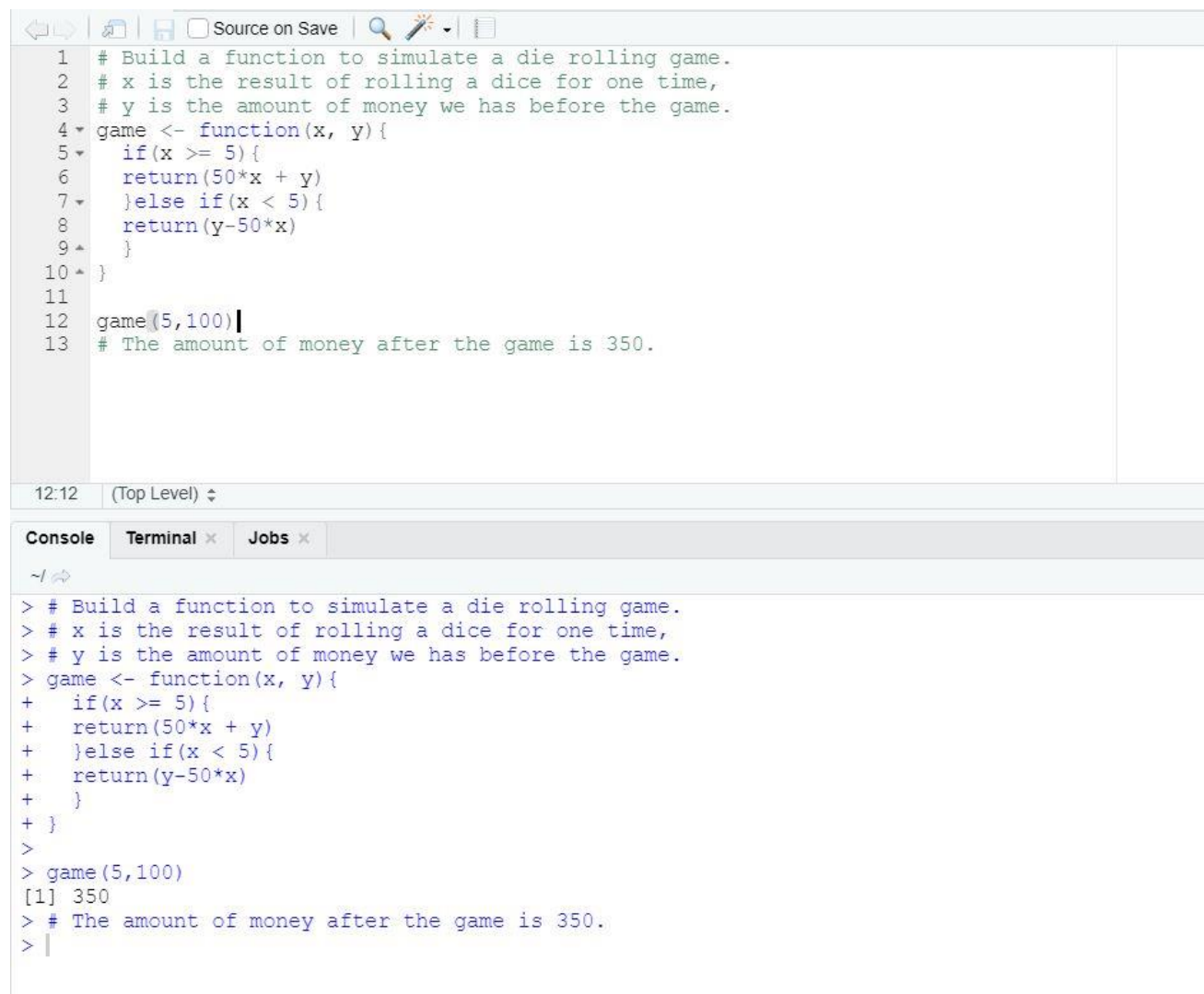


Build a function to simulate a die rolling game.
x is the result of rolling a dice for one time,
y is the amount of money we has before the game.

```
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) => $5 \times 50 + 100 = 350$



The screenshot shows the RStudio IDE interface. The top pane displays the R script with the following code:

```
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.
```

The bottom pane shows the R console output:

```
> # 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.  
>
```