# 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

