





```
giveMeIfGreatherThan0 : Int -> Maybe Int
giveMeIfGreatherThan0 val =
    if val > 0 then
        Just val
    else
        Nothing
giveMeIfGreatherThan0 10
> Just 10
```

giveMeIfGreatherThan0 -23
> Nothing

## But now we have this structure that we have to deal with



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