





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

```
giveMeIfGreatherThan0 10
> Just 10

giveMeIfGreatherThan0 -23
> Nothing
```



Maybe we Just have a value (of type a) or we have Nothing

