

day71-sol-if

☰ 태그	
📅 날짜	@2023년 1월 9일

- 기본형태

```
if(조건형식 참일경우) {  
    내용실행  
}  
else{  
    조건과 반대되는 경우  
}
```

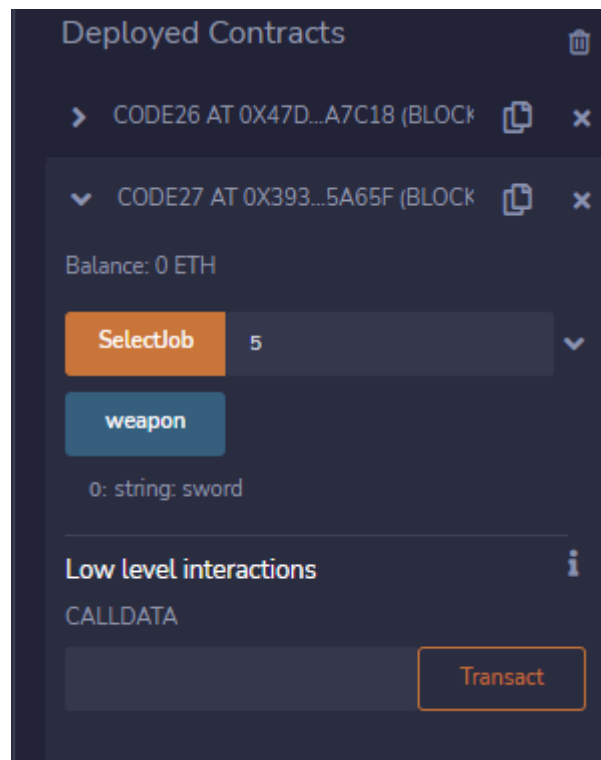
```
if(조건) {  
    내용실행  
}else if(조건 참){  
    내용실행  
}else{  
    나머지 실행  
}
```

```
// SPDX-License-Identifier: GPL-3.0  
pragma solidity >=0.8.0 <0.9.0;  
  
contract code27{  
    string public weapon = "";  
  
    function SelectJob(uint256 select) public {  
        if(select == 1)  
        {  
            weapon = "sword";  
        }  
        else if(select == 2)  
        {  
            weapon = "magicstick";  
        }  
    }  
}
```

```

        else
        {
            weapon = "cudgel";
        }
    }
}
}

```



```

// SPDX-License-Identifier: GPL-3.0
pragma solidity >=0.8.0 <0.9.0;

contract code28{
    bool public coin = false; // false 앞면 true 뒷면
    string public message = unicode"코인앞면";

    function CoinFlip(bool _coin) public {
        coin = _coin;
    }

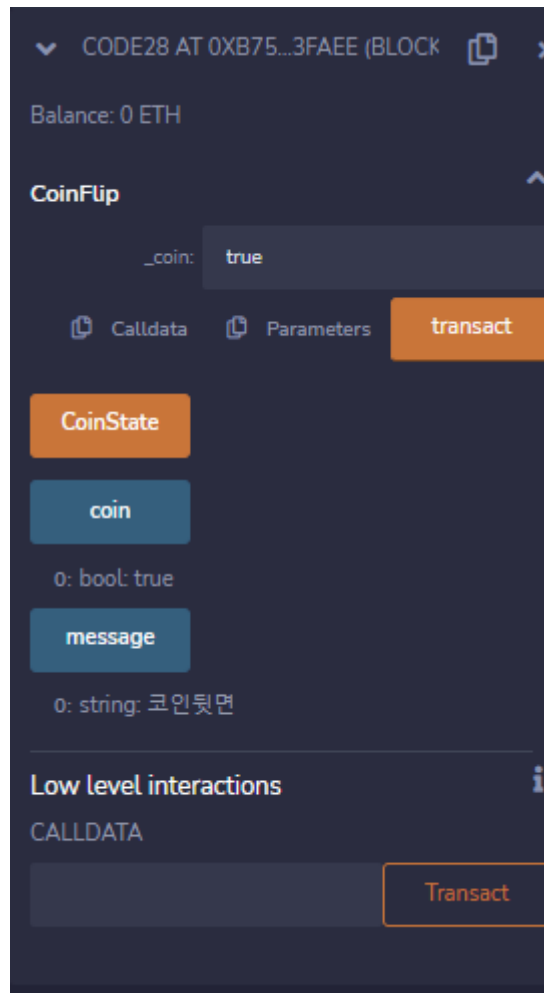
    function CoinState() public {
        if(coin == true){
            message = unicode"코인뒷면";
        }
    }
}

```

```

    else{
        message = unicode"코인앞면";
    }
}
}

```



```

// SPDX-License-Identifier: GPL-3.0
pragma solidity >=0.8.0 <0.9.0;

contract code29{
    string public weapon = "";

    //weapon 리액트 또는 다른 외부에서 값을 리턴해서 받기
    function SelectItem(uint256 select) public returns(string memory){
        if(select == 1)
        {
            weapon = "sword";
        }
    }
}

```

```
        return weapon;
    }
    else if(select == 2)
    {
        weapon = "magicstick";
        return weapon;
    }
    else
    {
        weapon = "cudgel";
        return weapon;
    }
}
}
```