

```
1  pragma solidity ^0.5.0; //specify the solidity compiler version
2  /*
3   this is a simple value checker contract that checks the value provided
4   and returns boolean value (true or false) based on the condition expression
5   evaluation
6   */
7  import "./mapping.sol"; //import a file
8  contract valuechecker {
9      uint price = 10;
10     //price variable declared and initialized with a value of 10
11     event valueEvent(bool returnValue);
12     function Matcher (uint8 x) public returns (bool) {
13         if (x >= price )
14         {
15             emit valueEvent(true);
16             return true;
17         }
18     }
19 }
```