

//関数の定義

```
double AdjustPoint(string Currency)
{
    int Symbol_Digits = MarketInfo(Currency,MODE_DIGITS);

    if(Symbol_Digits == 2 || Symbol_Digits == 3)
    {
        double Calculated_Point = 0.01;
    }
    else if(Symbol_Digits == 4 || Symbol_Digits == 5)
    {
        Calculated_Point = 0.0001;
    }

    return(Calculated_Point);
}
```

```
int AdjustSlippage(string Currency,int Slippage_Pips)
{
    int Symbol_Digits = MarketInfo(Currency,MODE_DIGITS);

    if(Symbol_Digits == 2 || Symbol_Digits == 4)
    {
        int Calculated_Slippage = Slippage_Pips;
    }
    else if(Symbol_Digits == 3 || Symbol_Digits == 5)
    {
        Calculated_Slippage = Slippage_Pips * 10;
    }

    return(Calculated_Slippage);
}
```