

int AdjustSlippage(string Currency,int Slippage_Pips)

```
{  
    int Symbol_Digits = (int)MarketInfo(Currency,MODE_DIGITS); ← ア  
  
    if(Symbol_Digits == 2 || Symbol_Digits == 4) ← イ  
    {  
        int Calculated_Slippage = Slippage_Pips; ← ウ  
    }  
    else if(Symbol_Digits == 3 || Symbol_Digits == 5) ← エ  
    {  
        Calculated_Slippage = Slippage_Pips * 10; ← オ  
    }  
  
    return(Calculated_Slippage); ← カ  
}
```

(1)

(2)