

```
#property strict
```

```
//変数の宣言
```

```
input Max_Retry = 10;
```

```
int Ticket_L = 0;
```

```
int Retry = 0;
```

(1)

```
void OnTick()
```

```
{
```

```
.....
```

```
//エントリー処理
```

```
//ロングエントリー
```

```
if(買いエントリー条件)
```

```
{
```

```
while(Ticket_L <= 0 && Retry <= Max_Retry - 1) ← ア
```

```
{
```

```
RefreshRates();
```

```
double Open_Price =
```

```
NormalizeDouble(Ask,Digits);
```

```
Ticket_L =
```

```
OrderSend(Symbol(),OP_BUY,0.1,Open_Price,  
10,0,0,NULL,9696,0,Magenta);
```

```
if(Ticket_L > 0)
```

```
{
```

```
Print("Open Buy Order.");
```

```
}
```

```
else if(Ticket_L < 0)
```

```
{
```

```
Retry++;
```

```
if(Retry == Max_Retry)
```

```
{
```

```
Print("Failed to Open Buy Order.");
```

```
}
```

```
}
```

```
Sleep(1000); ← オ
```

```
}
```

```
Retry = 0; ← カ
```

```
}
```

```
.....
```

```
}
```

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(2)