

Function modifiers can be used to automatically check a condition before executing a function, serving various use cases.

These modifiers can be executed before or after the function's code, and are necessary when a specific condition is not met. If the given condition is not met, the function will not be executed.

Two variations of a function modifier

1. Function modifier with an argument:

```
modifier modifier_name(unit arg)
{
    // action to be taken
}
```

2. Function modifier without argument:

```
modifier modifier_name()
{
    // action to be taken
}
```



What is Merge Wildcard?

The `_;` symbol is known as Merge Wildcard and this is replaced by the function definition during execution.

- In other words, after this wildcard has been used, the control is moved to the location where the appropriate function definition is located.
- This symbol is mandatory for all modifiers.
- The modifier may contain this wildcard anywhere.
- When the wildcard is placed at the end of the modifier, the condition is verified and the appropriate function is executed if it is satisfied.
- When it is placed at the beginning, the appropriate function is executed first followed by the condition verification.

YouTube Link:



https://www.youtube.com/embed/Rek2rwA6V_A

Solidity Source File

{CODE}

