Rule:

The figure appearing in the nth position of x should remain unchanged when the figure to be dropped at (n+1)th position is <6 but that figure should be increased by 1 when the figure to be dropped at (n+1)th position is >6

Example #1

If x=7.313 and n=l then the output will be 7.3

Example #2

If x=8,3768 and n=2 then the output will be 8.38.

Rule 2:

When the number to be dropped at (n+1)th position of x is 5 and all the figures following 6 are zero or if there are no numbers after 5, then the figure at nth position should be unchanged if that figure is even.

Example #1

if 1.7500 and then output is 1.8

Example #2

if x=5.465 and n=2 then the output is 5.46

You are required to complete the program below that takes fractionNum and precision as the 2 arguments.

Function Description :

Complete the function roundItOff in the editor below, The function must print the rounded off value after applying 2 rules described above, roundJtOff has the following parameter(s):

fractionNum : fraction number given as input

precision : The number of places after decimal to be retained post round off

Constraints

• The Fraction number (fractionNum) must always be positive

• The total number of places after decimal in the original fraction number should not be-more than 5

• The value of precision should be min 1 and maximum 3.

Error:

if any of these constraints are violated then it will show an error "Invalid Input"