**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 roundltOff 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"