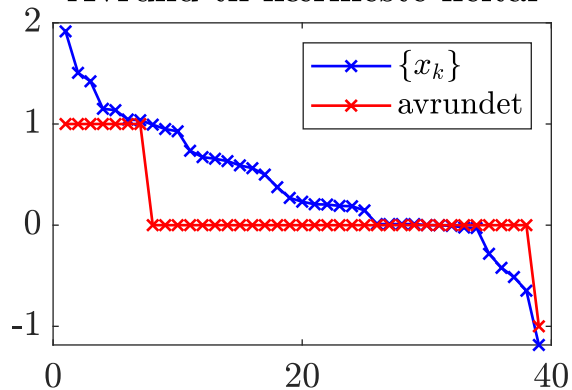
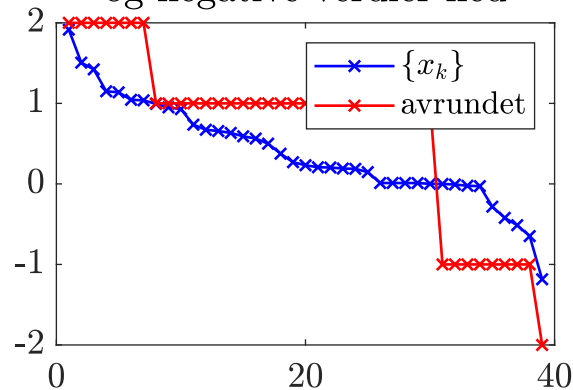


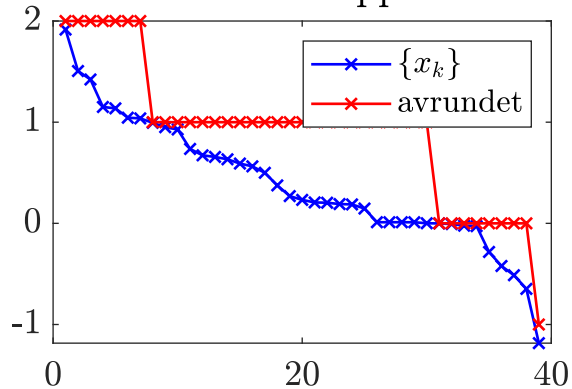
Avrund til nærmeste heltal



Avrund positive verdier opp  
og negative verdier ned



Avrund alt oppover



Avrund alt nedover

