

float vs Decimal

```
>>> 0.1 + 0.2  
0.30000000000000004
```

Floating-point math introduces error that can accumulate.

```
>>> from decimal import Decimal  
>>> Decimal('0.1') + Decimal('0.2')  
Decimal('0.3')
```

Much better.

Bonkers Rounding (aka Bankers Rounder)

```
>>> round(1.5)  
2
```

```
>>> round(2.5)  
2
```

```
>>> round(3.5)  
4
```

```
>>> round(4.5)  
4
```

wat.

Get expected rounding behavior with:

```
>>> decimal.Decimal('2.5').quantize(decimal.Decimal('1'),  
                                     rounding=decimal.ROUND_HALF_UP)  
Decimal('3')
```