3) As per IEEE 754vv floating points can be rounded.

5 rounding methods.

→ Round to nearest even (Eg:- i) 10.5 → 10 ii) 17.5 → 18.)

→ Round to nearest number which is away from zero.

Eg:- i) 13.5 → 14   ii) -0.5 → -1

→ Round up (towards) :- (towards +∞) Eg:- i) -3.5 → -3 ii) 5.5 → 6

→ Round down :- (towards -∞)   Eg:- i) -3.5 → -4 ii) 3.5 → 3

→ Round towards zero :- (number is rounded to towards zero)

Eg:- i) -4.5 → -4 ii) 2.5 → 2.