What are the questions I ask myself when creating a custom function that rounds decimal numbers, Using

Math.trunc()

And

if(){},

else if(){}?

What do I want to set for the parameter of the function? (I suggest decimal)

What’s the variable that I want to create in the function, That’s supposed to stored the rounded number inside it? (Set its stored value to 0, And be sure to create it using the “var” keyword)

What’s the condition I have to set in if(){} so that if the result of subtracting the decimal number from its whole number version + 1 is less than subtracting the whole version of the number from its decimal version, Then the value stored in the rounded number variable is the whole version of the number + 1?

What’s the condition I have to set in else if(){} so that if the result of subtracting the decimal number from its whole number version + 1 is greater than subtracting the whole version of the number from its decimal version, Then the value stored in the rounded number variable is the whole version of the decimal number?

What’s the keyword that allows me to make sure that the variable storing rounded number is returned?

Note : This sounds unbelievably complicated on paper, So let me show this.

function rounder(decimal){

var rounded\_number = 0

if((Math.trunc(decimal) + 1) – decimal < decimal -Math.trunc(decimal)) {

rounded\_number = Math.trunc(decimal) + 1

}

else if((Math.trunc(decimal) + 1) – decimal > decimal -Math.trunc(decimal)){

rounded\_number = Math.trunc(decimal)

}

return rounded\_number;