

SOLUTION

```
rescale <- function(x){  
  rng <- range(x, na.rm = TRUE)  
  (x - rng[1]) / (rng[2] - rng[1])  
}
```

```
rescale(vec1)  
[1] 0.2704415 0.8299695 0.4060968 0.9358038 1.0000000 0.0000000 0.5392146  
[8] 0.9463095 0.5652837 0.4593287
```

YOUR TURN!

*Now add an argument to **rescale** that allows you to round the output to a specified decimal. Set the default to 2.*