

YOUR TURN!

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

SOLUTION

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

```
rescale(vec1)  
[1] 0.27 0.83 0.41 0.94 1.00 0.00 0.54 0.95 0.57 0.46
```

```
rescale(vec1, 3)  
[1] 0.270 0.830 0.406 0.936 1.000 0.000 0.539 0.946 0.565 0.459
```