

Stephen Souther

```
void figureIt(double in) {  
    if (fmod(in, 2) == 0) {  
        cout << "even, "  
    }  
    else {  
        cout << "not even, "  
    }  
    if (in > 0) {  
        cout << "+, "  
    }  
    else {  
        cout << "-", "  
    }  
    cout << round(in) << endl;  
}
```