

1. Write a function named `Round` that is passed a `Double` parameter named `dblNum`. The function returns that value rounded to the nearest whole number using normal rounding and not Banker's Rounding. You can assume as a precondition that `dblNum` is greater than or equal to zero.

2. Write a function named `RoundPlace` that is passed a `Double` parameter named `dblNum` as well as an `Integer` parameter named `intPlace`. The function must return the value of `dblNum` rounded to the decimal place determined by `intPlace`. For example, if `dblNum` is 1.235 and `intPlace` is 2, then 1.24 is the returned value since 1.235 rounded to the second decimal place (hundredth's) is 1.24. If `intPlace` is 0 then `dblNum` is rounded to the nearest whole number. You can assume as a precondition that `intPlace` ≥ 0 . Use normal rounding, not Banker's Rounding.

3. Write a function named `Power` that is passed an `Integer` parameters named `intBase` and `intExponent`. The function returns the value of `intBase` to the power of `intExponent`. For example if `intBase` is 2 and `intExponent` is 3 then the returned value should be 8 since $2^3 = 8$. You can assume as a precondition that `intBase` ≥ 0 and `intExponent` > 0 .