Documentation of Difference Engine

- I plan to create a simple text box area that the user can use to type in what values they want in the problem
- After that I’m going to need to make another text box for how many rows they want
- A button that the user clicks to start my program
- And then an output that results of what values they should get from what they inputted
- All this will result in me needing to use Text boxes, functions, if or else statements, outputs, and I’m still on the fence whether I need to use arrays, tables, or just stick with text boxes.
- I decided to use two different ways to make this engine
  - First, I used a much simpler but also makes more sense version to me of implementing a variety of variables to do the calculations and printing with no arrays.
    - I understand this version is less usable for the long run as it will not make sense when asked to use 100 different y-values. However, to me this makes more sense code wise.
  - Second. I decided to use arrays. I got lots of help and research on using this program either as a two dimensional array or a 1 dimensional array with tables. Either one works and it all just comes up to which one I found easier.
- I print the result easily with getting the id of result with both ways. One involved taking the variables and printing them out the other involved using a for loop to print them out one at a time.

Description of how to use it:

- User should type in numbers in the text boxes I create
- User should type in number of rows they want
- User should click button to start the program
- User will very easily see next the output of the program

How I tested it:

- I consistently inputted values that I knew were correct in my arrays
  - For example: I inputted a simple calculation of $1 + 2$ to make sure it printed where I wanted and that it worked as wanted.
- I also when I got it to work, tested a variety of values and doubled checked to make sure it works.