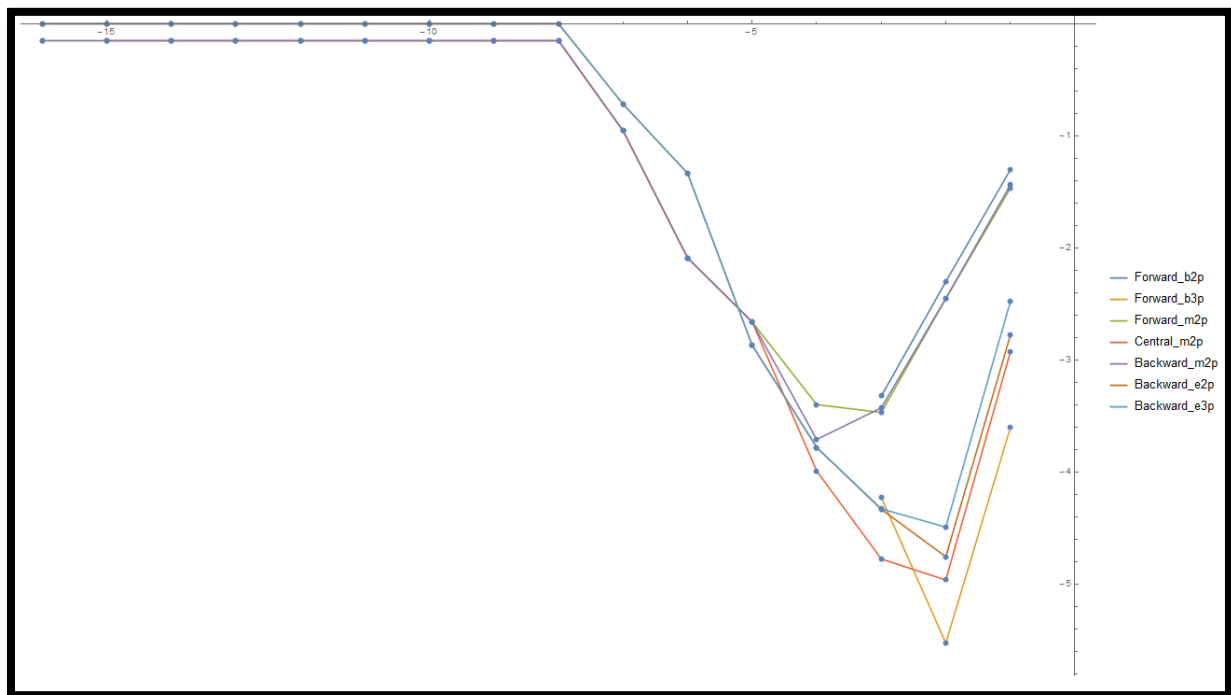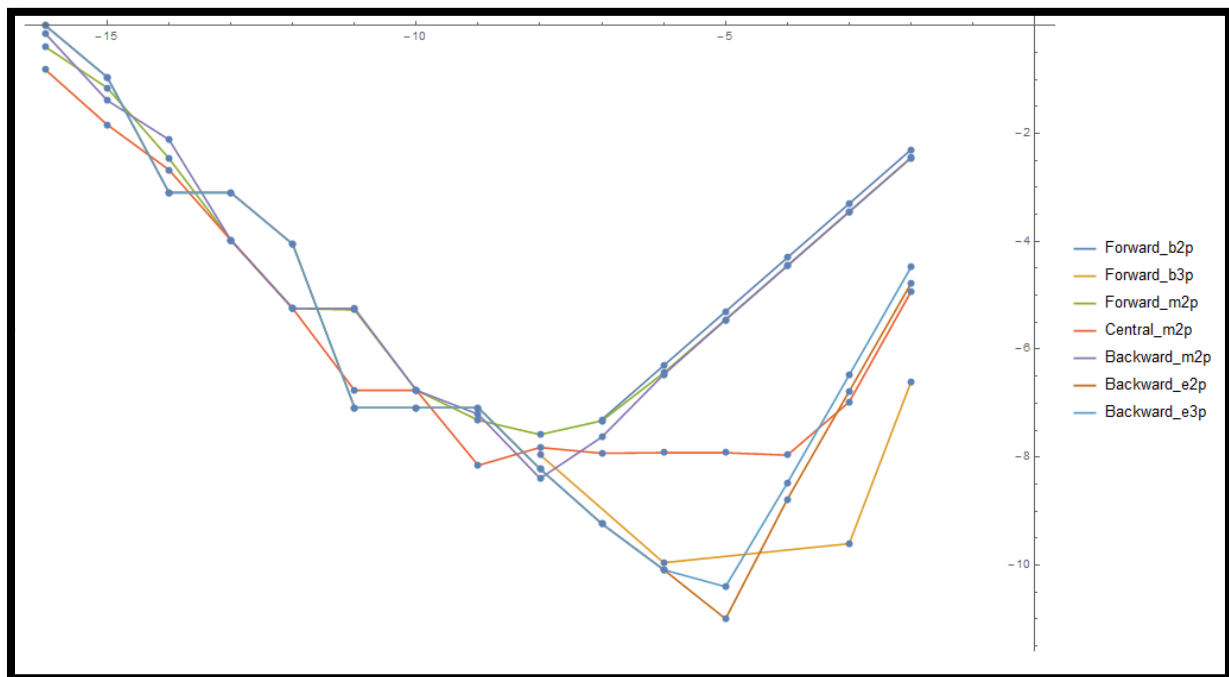Obliczenia dla typu float:

Rzędy dokładności przybliżeń różnicowych:

1. Forward two-point (at x = 0):

    $p = 1.01012$

2. Forward three-point (at x = 0):

    $p = 1.9227300000000005$

3. Forward two-point (at x = pi/4):

    $p = 1.000425$

4. Central (at x = pi/4):

    $p = 2.03338$

5. Backward two-point (at x = pi/4):

    $p = 0.9944800000000001$

6. Backward two-point (at x = pi/2):

    $p = 1.9764500000000003$

7. Backward three-point (at x = pi/2):

    $p = 2.0121399999999996$

Obliczenia dla typu double:

Rzędy dokładności przybliżeń różnicowych:

1. Forward two-point (at x = 0):

   $p = 1.00007$

2. Forward three-point (at x = 0):

   $p = 3.000049999999999$

3. Forward two-point (at x = pi/4):

   $p = 0.995985$

4. Central (at x = pi/4):

   $p = 2.0466100000000003$

5. Backward two-point (at x = pi/4):

   $p = 1.0041425$

6. Backward two-point (at x = pi/2):

   $p = 2.072283333333333$

7. Backward three-point (at x = pi/2):

   $p = 1.9740199999999999$