```
Shooting Method:
x = 0.0, y = 1.000000
x = 0.1, y = 1.016634
x = 0.2, y = 1.059210
x = 0.3, y = 1.124314
x = 0.4, y = 1.209024
x = 0.5, y = 1.310524
x = 0.6, y = 1.426232
x = 0.7, y = 1.554455
x = 0.8, y = 1.693764
x = 0.9, y = 1.842715
x = 1.0, y = 2.000000

Finite-Difference Method:
x = 0.0, y = 1.000000
x = 0.1, y = 1.016532
x = 0.2, y = 1.059102
x = 0.3, y = 1.124251
x = 0.4, y = 1.208890
x = 0.5, y = 1.310313
x = 0.6, y = 1.426194
x = 0.7, y = 1.554570
x = 0.8, y = 1.693822
x = 0.9, y = 1.842642
x = 1.0, y = 2.000000

Variation Approach:
x = 0.0, y = 1.000000
x = 0.1, y = 1.062555
x = 0.2, y = 1.127136
x = 0.3, y = 1.195888
x = 0.4, y = 1.271067
x = 0.5, y = 1.355041
x = 0.6, y = 1.450304
x = 0.7, y = 1.559494
x = 0.8, y = 1.685434
x = 0.9, y = 1.831164
x = 1.0, y = 2.000000
```