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Difference Engine Simulation

- Approach
  - I first approached it using direct two dimensional arrays, then later realized that JavaScript doesn't support multidimensional arrays. Then I approached using single dimension array and tables.
  - The latter worked fine. I used 3 arrays but only 2 of them were of the operational use. I reserved one for the user input, so that I could extract the user input if needed later for some further calculations. (if one checks the source code, he/she might find helpful/useful comments.)
- How to Use
  - The first screen shows the textboxes/input fields and their labels.
  - The user is expected to put in values corresponding to the encircled places in the table below to get the desired result.
  - Below is the example of Difference Engine, one can expect this program to work the same way.

x	y	Δy	$\Delta^2 y$	$\Delta^3 y$
0	−29375	5231	−284	6
1	−24144	4947	−278	6
2	−19197	4669	−272	6
3	−14528	4397	−266	6
4	−10131	4131	−260	
5	−6000	3871		
6	−2129			

- Testing
  - I've tested the above values on this simulation.
  - In addition to that I also tested $y = x^4$
  - Also I asked a few students in my Learning Community.