

The results were further spread out than I anticipated but was not shocked by it. The errors from my version of Real was higher than I thought, however, it is very consistent. I ran it multiple times and the graph looked the same. I do think that the error was higher with the three dimensions than it would be in second or first dimensions because I would call less java math functions than casting it from double to float. When these actions are performed loss of accuracy happens a lot more. Also, the distance that is traveled is bigger than what the Real object was designed for.

