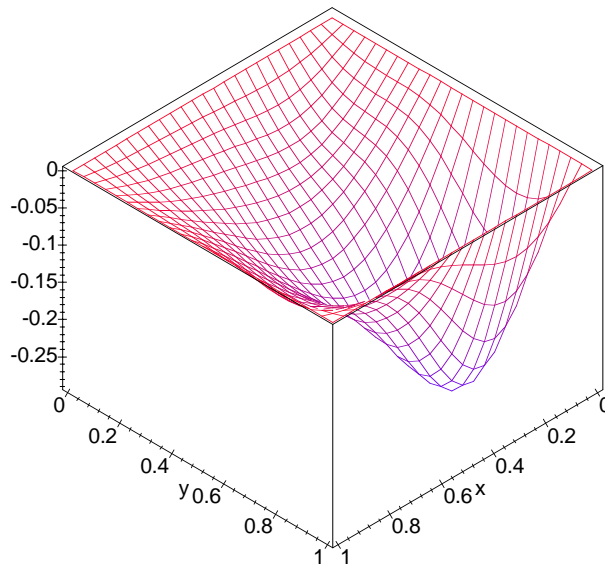


The effect of truncation error on a point load at $x = 0.1a$ and $y = 0.9b$

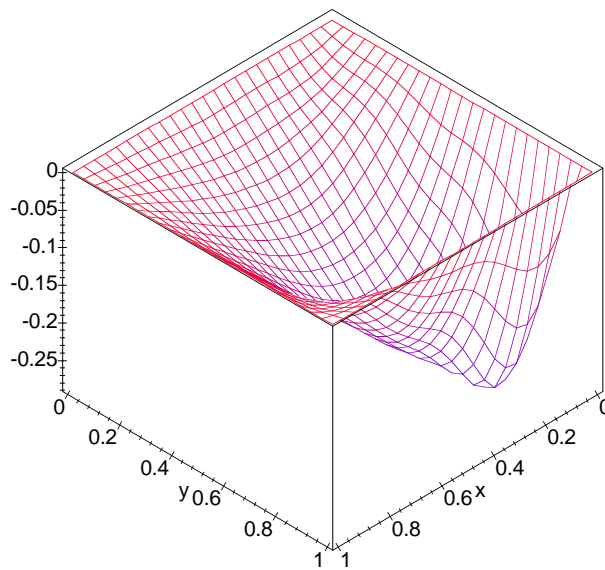
$N = 3 = M$

Deflection

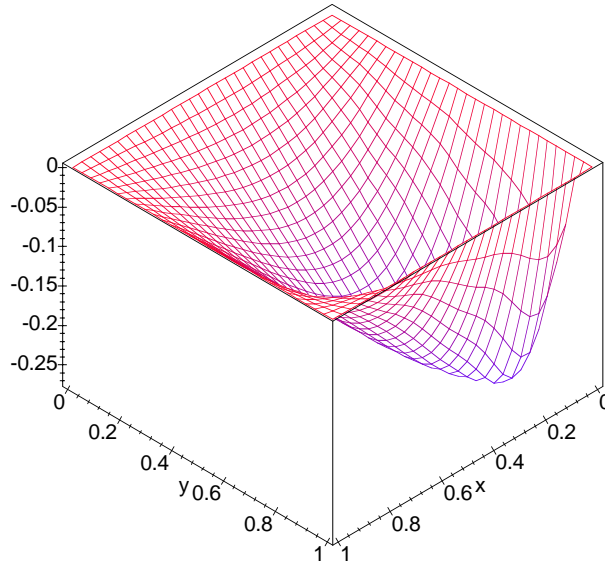


$N = 5 = M$

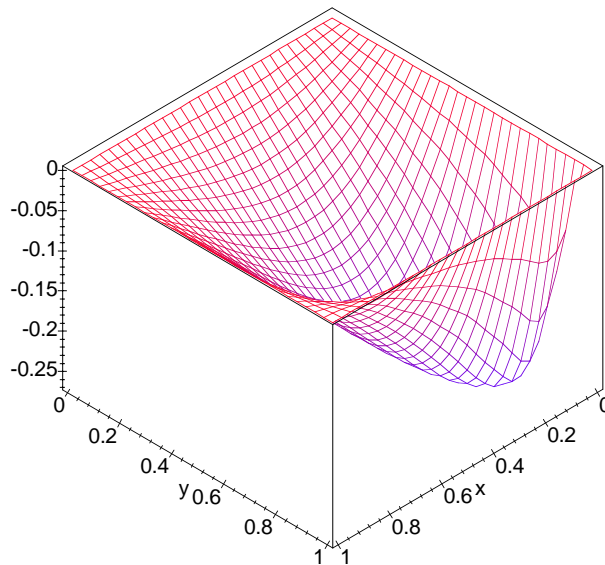
Deflection



$N = 7 = M$
I have increased the number of grid points to 30 x 30
Deflection



$N = 13 = M$
Deflection



$N = 21 = M$
(This is still but a minute or two on a slow [66MHZ] computer)
Deflection

