w1	0.6	0.4	-1
w2	0.6	0.4	0
b	0	0	1

x1	x2	x1 or x2	x1 and x2	not x1
0	0	0	0	1
0	1	1	0	1
1	0	1	0	0
1	1	1	1	0

Y=w1*x1+w2*x2+b	round(Y)	Y	round(Y)	Y	round(Y)
0	0	0	0	1	1
0.6	1	0.4	0	1	1
0.6	1	0.4	0	0	0
1.2	1	0.8	1	0	0

X1
inputs

X2

X3

w1
w2

Y

outputs

input layer   hidden layer   output layer