

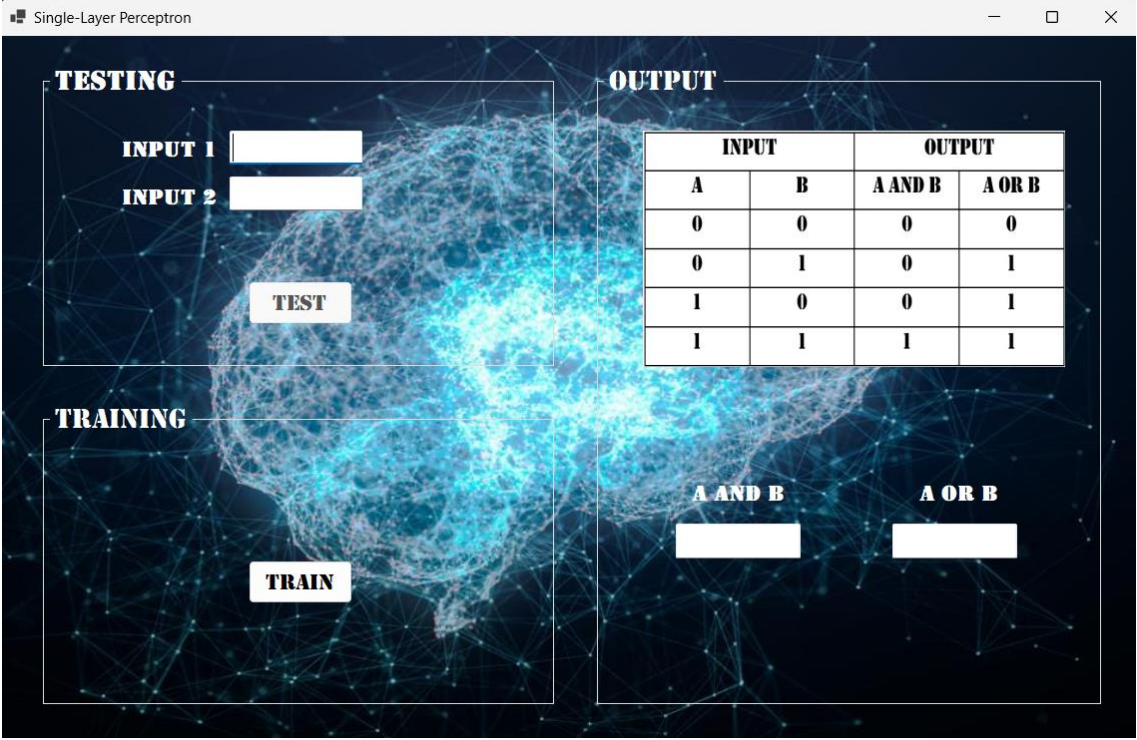
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Course and Year: BSCS – 3

Laboratory 4

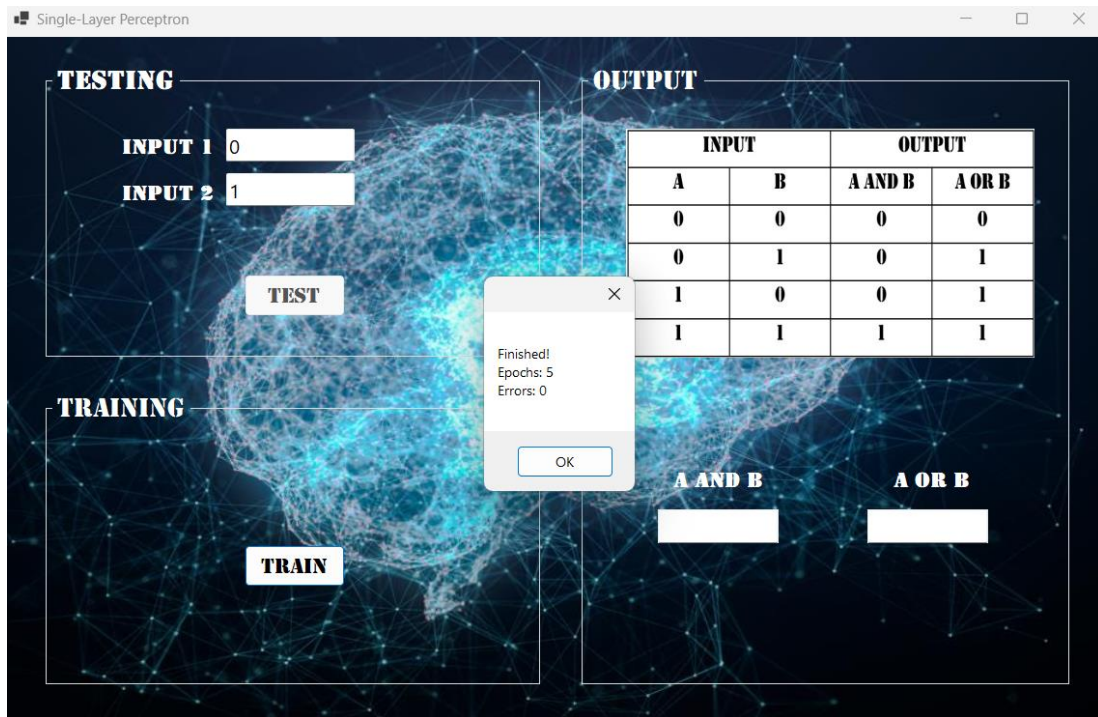
Design and write a code for the two-input perceptron that implements the logical functions:

- AND
- OR

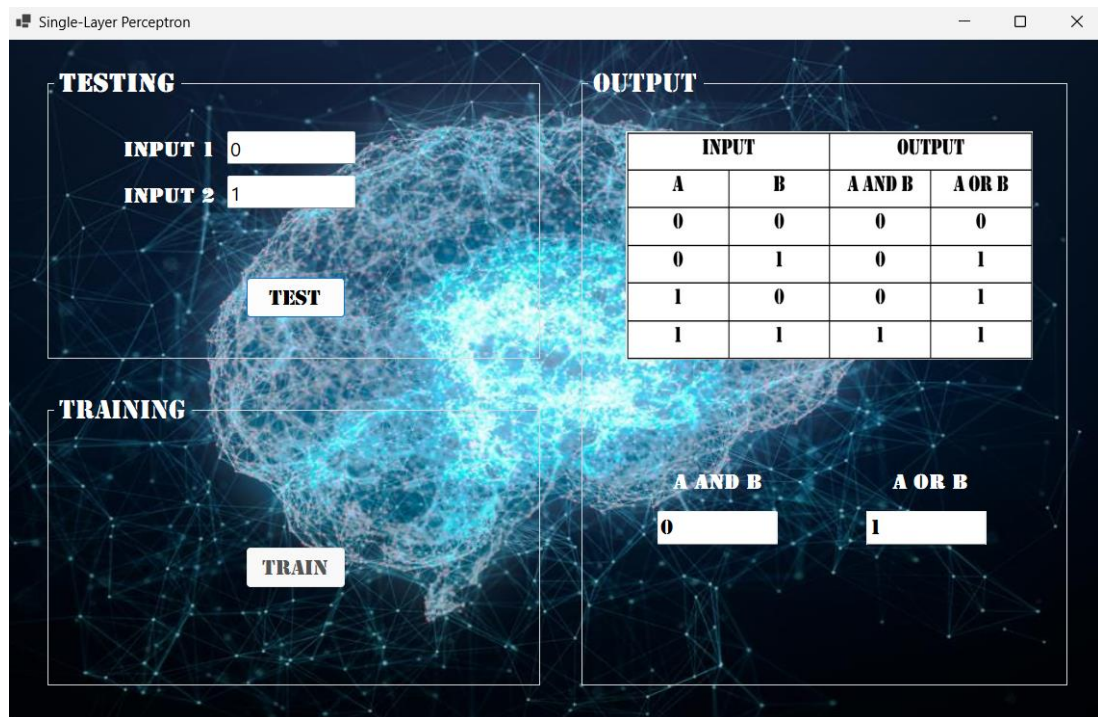
A graphical user interface for a Single-Layer Perceptron. The window has a title bar "Single-Layer Perceptron" and standard window controls. The background features a glowing blue brain with a network of connections. The interface is divided into four main sections: "TESTING" (top-left) with input fields for "INPUT 1" and "INPUT 2" and a "TEST" button; "TRAINING" (bottom-left) with a "TRAIN" button; "OUTPUT" (top-right) containing a table with columns for inputs A and B, and outputs for "A AND B" and "A OR B"; and two output fields (bottom-right) labeled "A AND B" and "A OR B" for displaying the results of the logical operations.

INPUT		OUTPUT	
A	B	A AND B	A OR B
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	1

- You need to input and train first in order to test then it will show a message if how many epochs and errors.



- Then you could press the test button to show the output for and and or



- If you enter neither 0 or 1 it will result a error message

Single-Layer Perceptron

TESTING
INPUT 1
INPUT 2
TEST

OUTPUT

INPUT		OUTPUT	
A	B	A AND B	A OR B
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	1

A AND B
A OR B

TRAINING
TRAIN

ERROR!
Please fill up all input box with either 1 or 0
OK