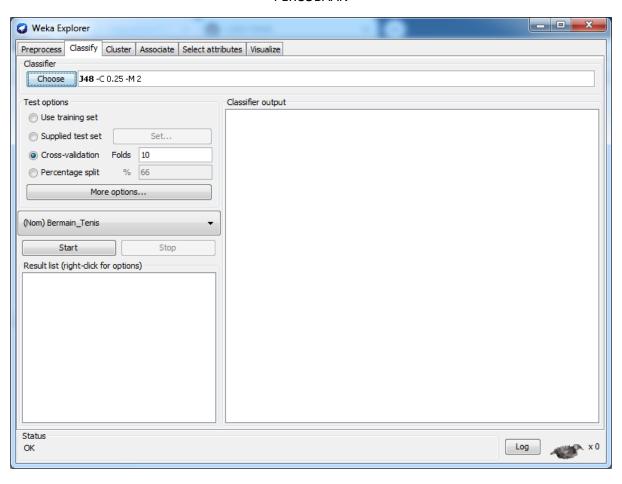
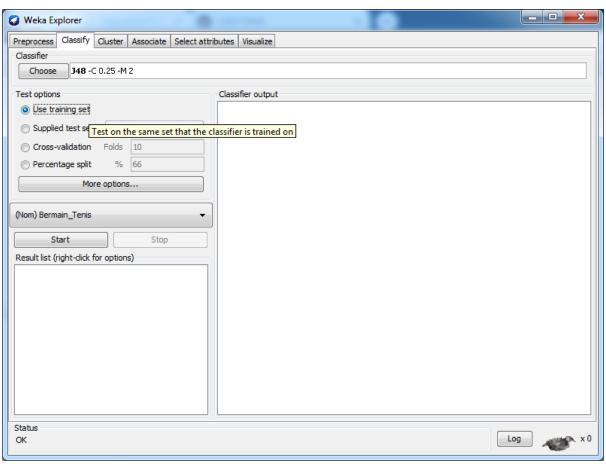
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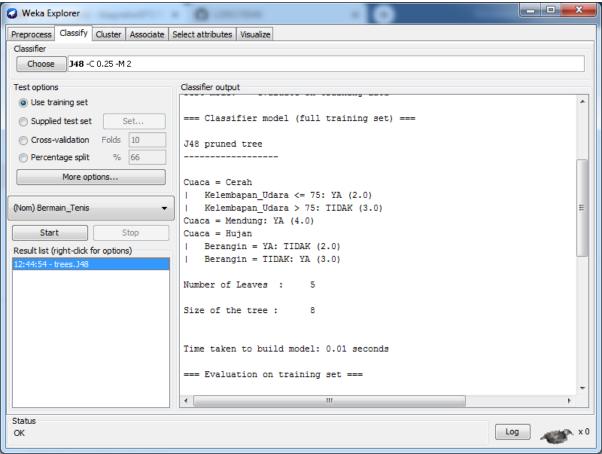
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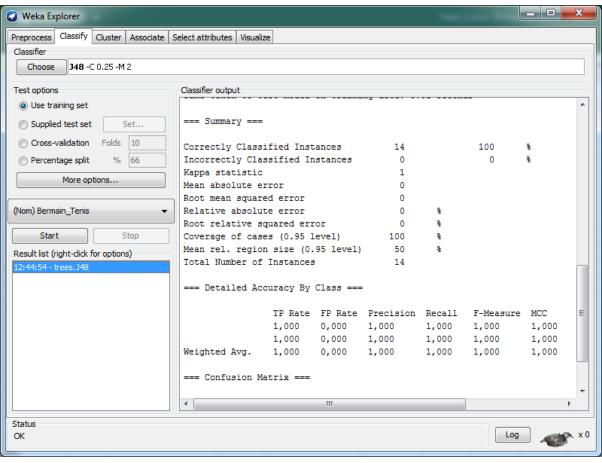
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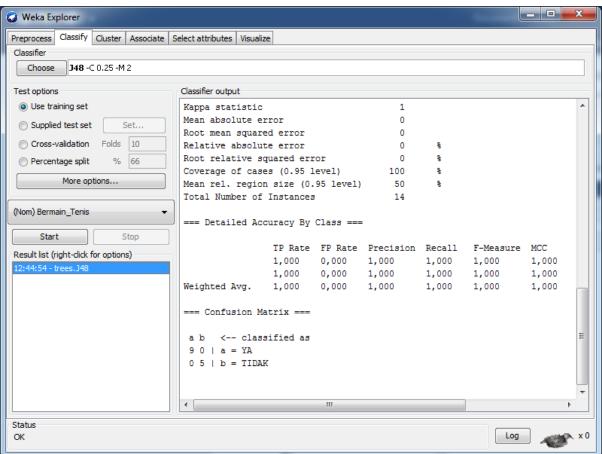
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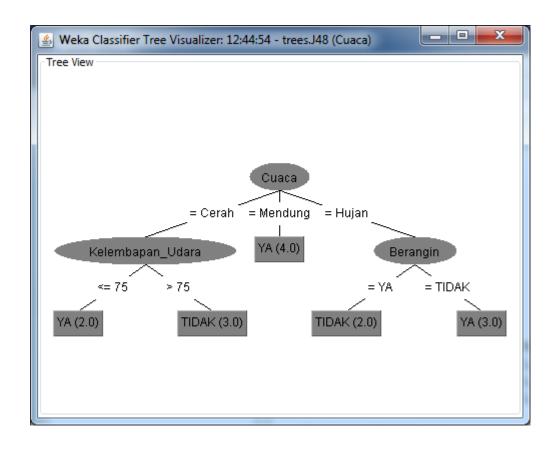


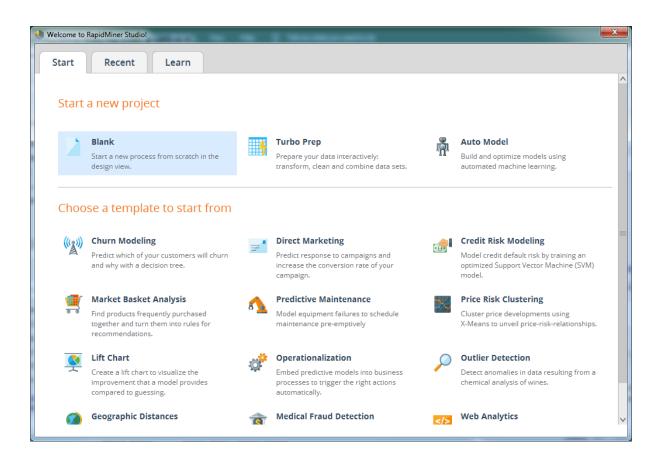


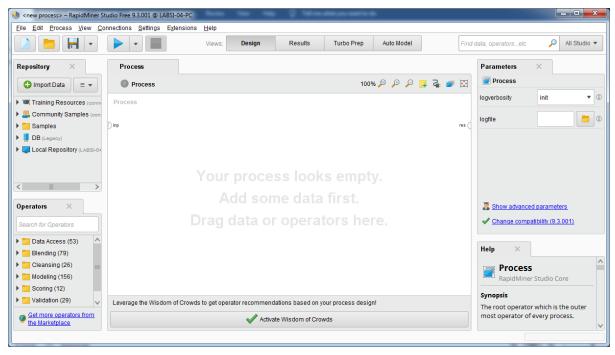


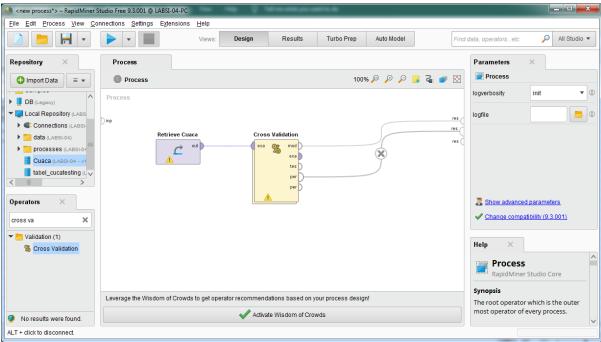


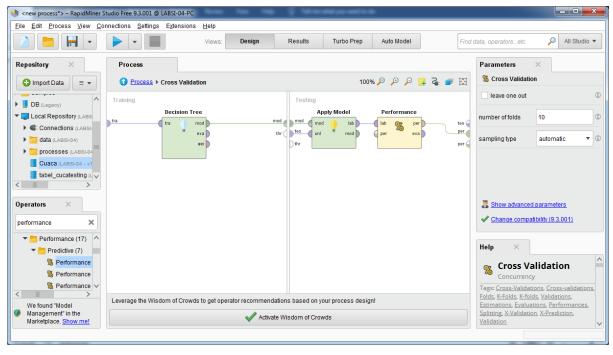


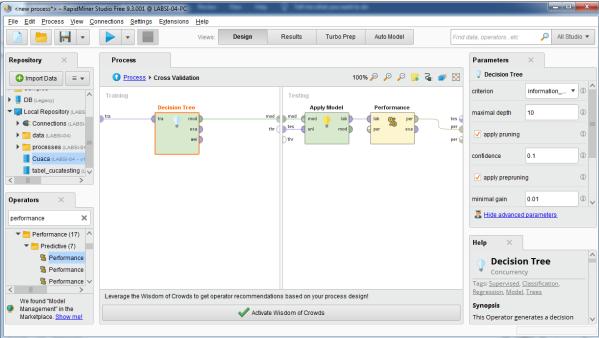


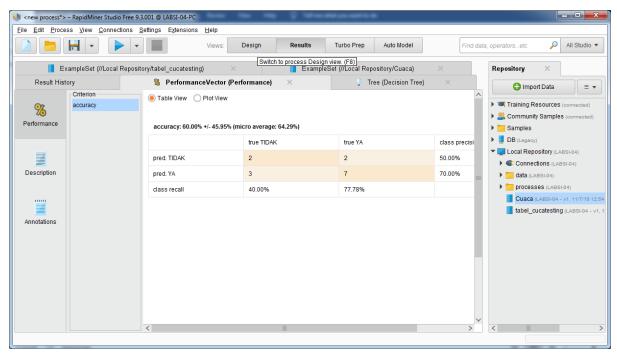


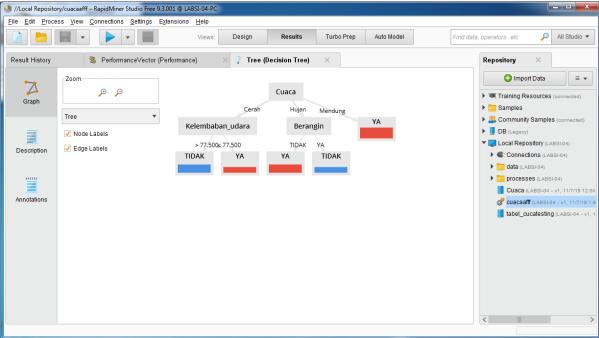






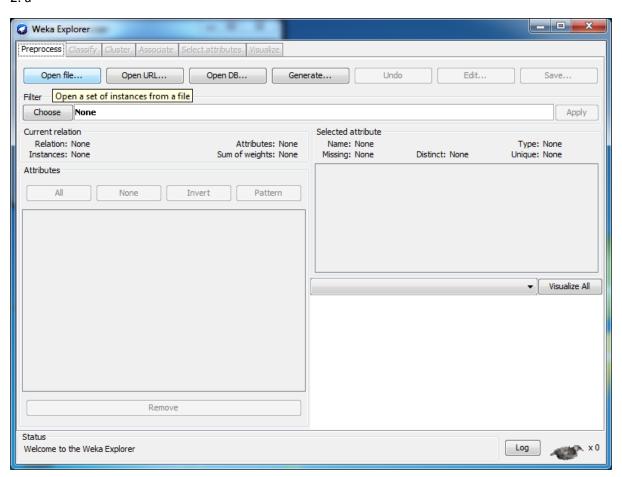


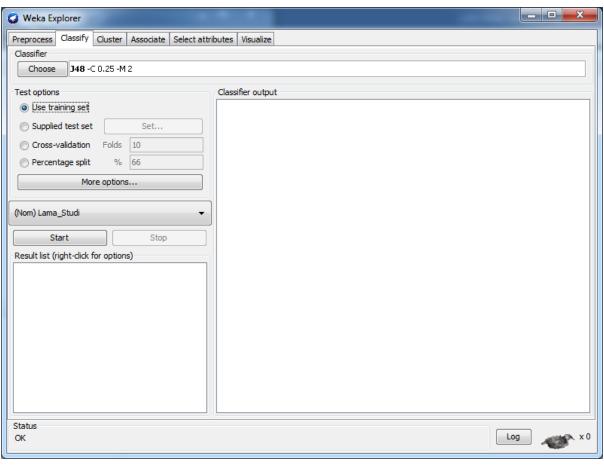


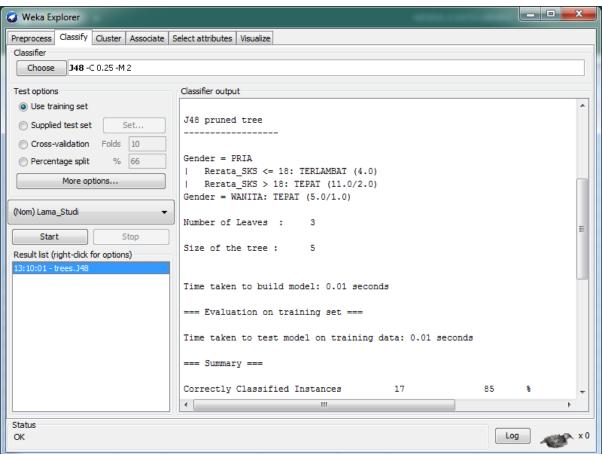


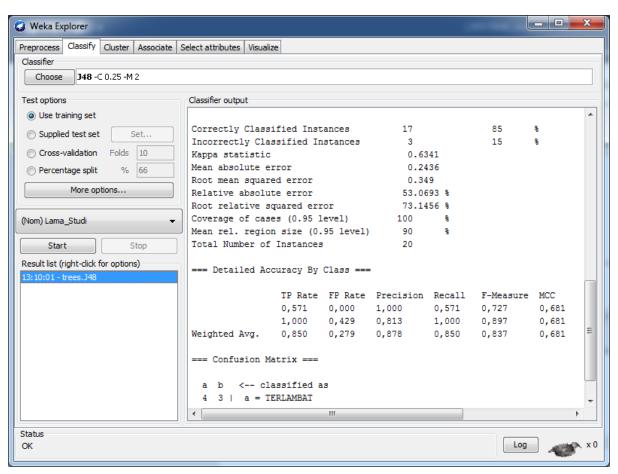
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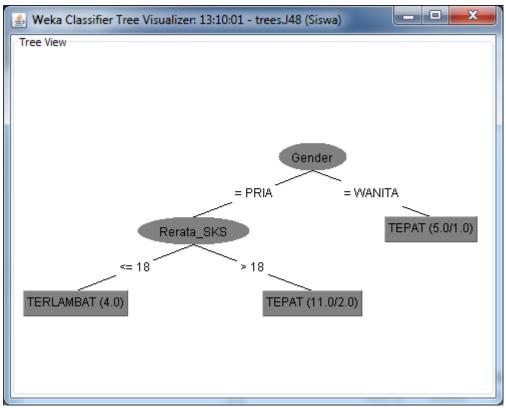
2. a





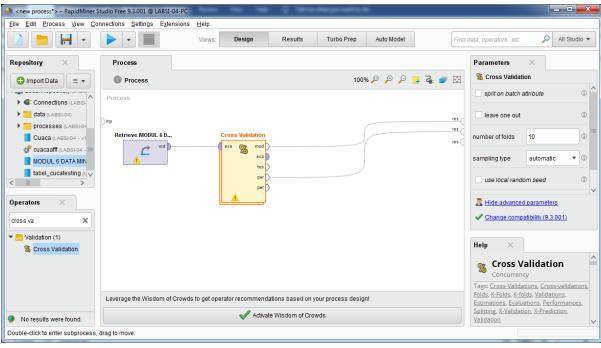


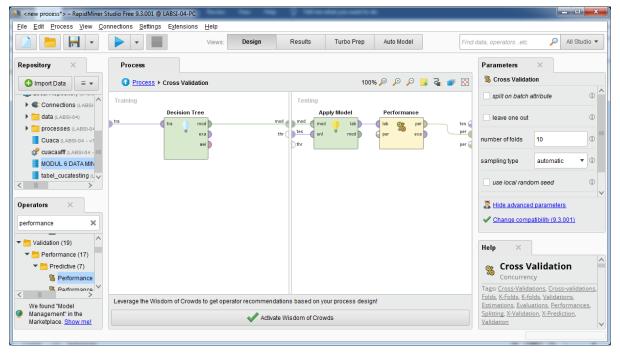


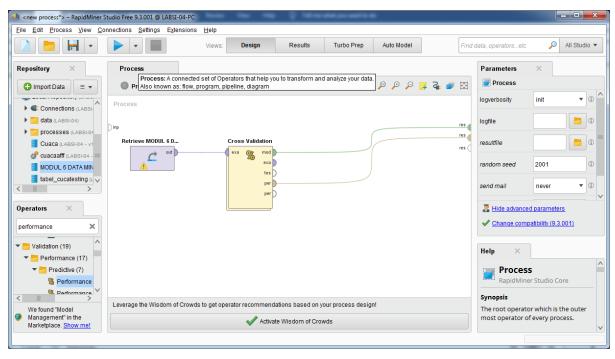


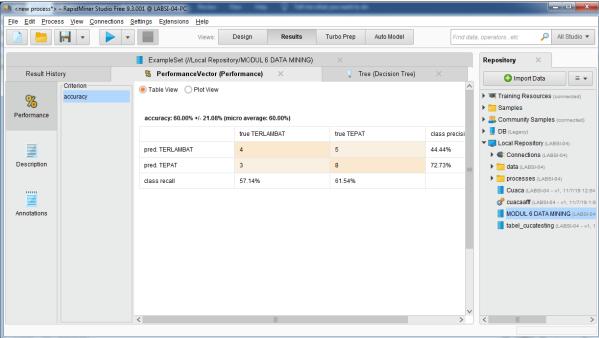
- 2. b. i. Jumlah simpul daun pada pohon keputusan = 3
- 2. b. ii. Jumlah simpul keseluruhan pada pohon keputusan = 5
- 2. b. iii. Waktu yang dibutuhkan untuk proses pelatihan = 0 detik
- 2. b. iv. Tingkat ketepatan klasifikasi = 85%
- 2. b. v. Tingkat ketidaktepatan klasifikasi = 15%

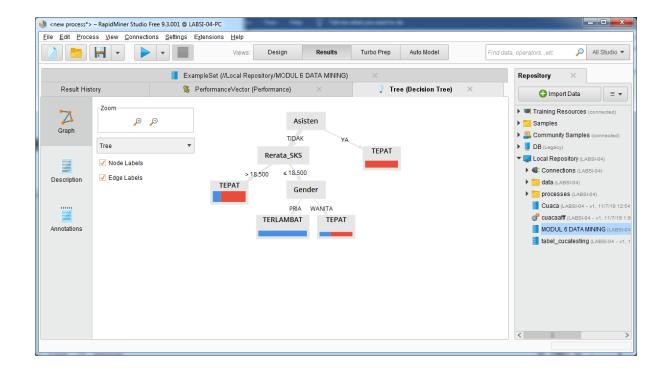
3. a



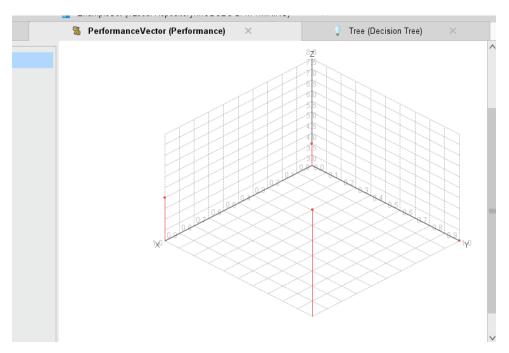








3. b



- 4. c. Klasifikasi yang terbentuk yaitu:
 - a. seseorang akan bermain (TEPAT) jika kondisi sebagai berikut:
 - i. Gender = pria, rerata_sks >18,5. (nilai atribut lain diabaikan)
 - ii. Gender=wanita <=18,5. (nilai atribut lain diabaikan)

- b. seseorang akan bermain (TERLAMBAT) jika kondisi sebagai berikut:
 - i. Gender=pria, rerata_sks <=18,5 . (nilai atribut lain diabaikan)