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Batch: A1
Roll no: 3330
import java.util.ArrayList;
import java.util.Scanner;
public class PerceptronTraining {
        public static void main(String args[]) {
                int and[]= {0,0,0,1};
                int or[]= {0,1,1,1};
                int arr[][]= {{0,0},{0,1},{1,0},{1,1}};
                Scanner sc=new Scanner(System.in);
                System.out.println("Enter weight 1:");
                double weight1=sc.nextDouble();
                sc.nextLine();
                System.out.println("Enter weight 2:");
                double weight2=sc.nextDouble();
                sc.nextLine();
                System.out.println("Enter threshold value:");
                double threshold=sc.nextDouble();
                sc.nextLine();
                System.out.println("Enter learning value:");
                double learningRate=sc.nextDouble();
                sc.nextLine();
                int choice;
                do
                {
                        System.out.println("*****MENU*******");
                        System.out.println("1.AND Gate");
                        System.out.println("2.OR Gate");
                        System.out.println("3.Exit");
                        choice=sc.nextInt();
                        switch(choice) {
                        case 1:solve(weight1,weight2,threshold,learningRate,and,arr);
                                  break;
                        case 2:solve(weight1,weight2,threshold,learningRate,or,arr);
                                 break;
                        case 3:System.out.println("Exited!");
```

Assignment: Perceptron Training

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break;
                       default:System.out.println("Incorrect choice");
                          break;
                       }
               }while(choice!=3);
       }
  public static void solve(double w1,double w2,double n,double alpha,int operatorD[],int arr[][]) {
       int count=0;
       int desiredOP=0;
       int actualOP=0;
        double f=0;
        System.out.println("w1="+w1);
        System.out.println("w2="+w2);
               while(count<4) {
                       desiredOP=operatorD[count];
                       System.out.print("Input x1: "+arr[count][0]+" Input x2: "+arr[count][1]);
                       f=w1*arr[count][0]+w2*arr[count][1];
                       if(f<n) {
                                      actualOP=0;
                              }
                              else {
                                      actualOP=1;
                       System.out.print(" f(x): "+f+" Output :"+actualOP +" Target :"+desiredOP+"\n");
                              if(desiredOP!=actualOP) {
                                      double w1new=w1+ (alpha*(desiredOP-actualOP)*arr[count][0]);
                              double w2new=w2+(alpha*(desiredOP-actualOP)*arr[count][1]);
                              w1=w1new;
                              w2=w2new;
                               f=0;
                              System.out.println("w1new:"+w1new);
                              System.out.println("w2new:"+w2new);
                              count=0;
                                }
                               else
                              count++;
        }//close outer while loop
/* Enter weight 1:
1.2
Enter weight 2:
Enter threshold value:
```

} }

```
Enter learning value:
0.5
****MENU*****
1.AND Gate
2.OR Gate
3.Exit
w1=1.2
w2 = 0.6
                          f(x): 0.0 Output :0 Target :0
Input x1 : 0 Input x2 :0
Input x1 : 0 Input x2 :1
                          f(x): 0.6 Output :0 Target :0
Input x1 : 1 Input x2 :0
                          f(x): 1.2 Output :1 Target :0
w1new:0.7
w2new:0.6
Input x1 : 0 Input x2 :0
                          f(x): 0.0 Output :0 Target :0
Input x1 : 0 Input x2 :1
                          f(x): 0.6 Output :0 Target :0
Input x1 : 1 Input x2 :0
                          f(x): 0.7 Output :0 Target :0
                          Input x1 : 1 Input x2 :1
*****MENU*****
1.AND Gate
2.OR Gate
3.Exit
3
Exited!
Enter weight 1:
0.6
Enter weight 2:
0.6
Enter threshold value:
Enter learning value:
0.5
****MENU*****
1.AND Gate
2.OR Gate
3.Exit
2
w1 = 0.6
w2 = 0.6
Input x1 : 0 Input x2 :0
                          f(x): 0.0 Output :0 Target :0
Input x1 : 0 Input x2 :1
                          f(x): 0.6 Output :0 Target :1
w1new:0.6
w2new:1.1
                          f(x): 0.0 Output :0 Target :0
Input x1 : 0 Input x2 :0
Input x1 : 0 Input x2 :1
                          f(x): 1.1 Output :1 Target :1
Input x1 : 1 Input x2 :0
                          f(x): 0.6 Output :0 Target :1
w1new:1.1
w2new:1.1
Input x1 : 0 Input x2 :0
                          f(x): 0.0 Output :0 Target :0
Input x1 : 0 Input x2 :1
                          f(x): 1.1 Output :1 Target :1
Input x1 : 1 Input x2 :0
                          f(x): 1.1 Output :1 Target :1
Input x1 : 1 Input x2 :1
                          f(x): 2.2 Output :1 Target :1
****MENU*****
1.AND Gate
2.OR Gate
3.Exit
3
Exited!
```