

LAPORAN ACTIVITY

Mata Praktikum : Kecerdasan Buatan
Kelas : 3IA24
Praktikum ke- : 2
Tanggal : 1 Desember 2023
Materi : Forward & Backward Chaining
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Jumlah Lembar : 3



LABORATORIUM TEKNIK INFORMATIKA

UNIVERSITAS GUNADARMA

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LISTING

```
act2
?-
    window(title("menu"), size(500,500),class(win_pertama)).
    win_pertama(init) :-
        button(class(tombol_1), text("play"), pos(110,185), size(60,30)),
        button(class(tombol_2), text("stop"), pos(359,180), size(180,30)).

win_pertama(paint):-
    $play
    pen(50, rgb(128, 128, 128)),
    line(100, 100, 100, 300),
    line(100, 100, 200, 200),
    line(200, 200, 100, 300),
    $Start
    pen(30, rgb(255, 0, 127)),
    line(250, 100, 250, 300),
    line(300, 100, 300, 300),
    $Pause
    pen(50, rgb(0, 0, 255)),
    line(350, 100, 350, 300),
    line(350, 100, 550, 100),
    line(550, 100, 550, 300),
    line(550, 300, 350, 300).

tombol_1(press) :-
    window(title("menu"), size(500, 500), class(win_dua)).
    update_window(_).

win_dua(init) :-
    GTimer:= settimer( 1, time_func),
    button(class(tombol_2), text("stop"), pos(359,180), size(180,30)).

win_dua(paint) :-
    $stop
    pen(4, rgb(0, 0, 255)),
    line(350, 100, 350, 300),
    line(350, 100, 550, 100),
    line(550, 100, 550, 300),
    line(550, 300, 350, 300).

tombol_2(press) :-
    killtimer(parent(), G_Timer).
```

OUTPUT

