#### LAPORAN ACTIVITY

Mata Praktikum : Kecerdasan Buatan

Kelas : 3IA24

Praktikum ke- : 4

Tanggal : 5 Januari 2024

Materi : Backpropagation dan Implementasi Logika Fuzzy

NPM : 50421704

Nama : Juan Samuel Christopher

Ketua Asisten : Brigitta Pricilia S

Nama Asisten :

Paraf Asisten :

Jumlah Lembar : 3



## LABORATORIUM TEKNIK INFORMATIKA

## UNIVERSITAS GUNADARMA

# P act4

```
?-
%G XU:=0, G YU:=0,
window(title("Menu"), size(500,500), class(win func)).
win func(init):-
menu(pop up, action(menu pilihan), text("Pilihan")),
menu(pop up, action(menu level), text("Level")),
menu(normal, action(menu tentang), text("About")).
menu pilihan(init):-
menu(normal, action(mulai_game), text("Mulai")),
menu(normal, action(menu exit), text("Keluar")).
mulai game (press):-
%var yang digunakan
G XU := 0, G YU := 0,
%window(G key, ,win ascii(), "Karakter", 100, 50, 500, 500).
window(title("Karakter"), size(500,500), class(win ascii)).
win_ascii(key_down(39,_)):-
     pen(16, rgb(255, 255, 255)),
     rect(40+G XU,40+G YU,70+G XU,70+G YU),
     (G_XU=420 -> G XU:=G XU
     else G XU := G XU+60),
     pen(16, rgb(191, 0, 255)),
     rect(40+G_XU,40+G_YU,70+G XU,70+G YU).
win_ascii(key_down(37, )):-
     pen (16, rgb (255, 255, 255)),
     rect(40+G XU,40+G YU,70+G XU,70+G YU),
     (G XU=0 -> G XU:=G XU
     else G XU := G XU-60),
     pen(16, rgb(255, 215, 0)),
     rect(40+G XU,40+G YU,70+G XU,70+G YU).
menu exit(press):-
close window().
win func(close):-
   not( yes no("", "Anda sudah lelah?", ?)).
menu level(init):-
menu (normal, action (mudah), text ("Amatiran")),
menu(normal, action(normal), text("Normal")),
menu (pop up, action (menu susah), text ("Susah")).
menu susah(init):-
menu(normal, action(biasa), text("susah biasa")),
menu(normal, action(banget), text("susah banget")),
menu(normal, action(sekali), text("susah sekali")).
```

#### **OUTPUT**

