LAPORAN ACTIVITY

Mata Praktikum : Kecerdasan Buatan

Kelas : 3IA24

Praktikum ke- : 3

Tanggal : 8 Desember 2023

Materi : Jaringan Saraf Tiruan & Algoritma Feed Forward Network

NPM : 50421704

Nama : Juan Samuel Christopher

Ketua Asisten : Brigitta Pricilia S

Nama Asisten :

Paraf Asisten :

Jumlah Lembar : 5



LABORATORIUM TEKNIK INFORMATIKA

UNIVERSITAS GUNADARMA

```
P act3*
G XU:=0, G YU:=0,
window(title("Juan_Act3"), size(500,500), class(win_ascii)).
win_ascii(key_down(32,_)):- message("ASCII","Ini Tombol Spasi",i).
win_ascii(key_down(65,_)):- message("ASCII","Ini Tombol a",i).
win_ascii(key_down(68,_)):- message("ASCII","Ini Tombol d",i).
win_ascii(key_down(83,_)):- message("ASCII","Ini Tombol s",i).
win_ascii(key_down(87,_)):- message("ASCII","Ini Tombol w",i).
win ascii(key down(13, )):- message("ASCII", "Ini Tombol enter", i).
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).
win ascii(key down(38, )):-
     pen (16, rgb (255, 255, 255)),
     rect(40+G_XU,40+G_YU,70+G_XU,70+G_YU),
     (G_YU=0 -> G_YU:=G_YU
     else G YU := G YU-60),
     pen(16, rgb(255, 0, 127)),
     rect(40+G XU,40+G YU,70+G XU,70+G YU).
win_ascii(key_down(40,_)):-
     pen (16, rgb (255, 255, 255)),
     rect(40+G XU,40+G YU,70+G XU,70+G YU),
     (G_YU=360 -> G_YU:=G_YU
     else G_YU := G_YU+60),
     pen(16, rgb(0, 255, 0)),
     rect(40+G XU,40+G YU,70+G XU,70+G YU).
```

OUTPUT

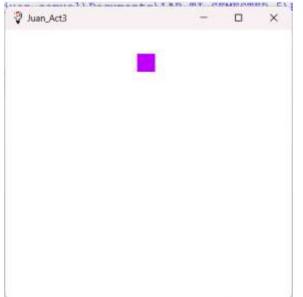
```
Compiling the file:
C:\Users\juan samuel\Documents\LAB_TI_SEMESTER_5\KB\act3
0 errors, 0 warnings.

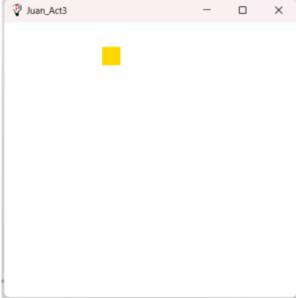
Yes.
```



• Arrow kanan

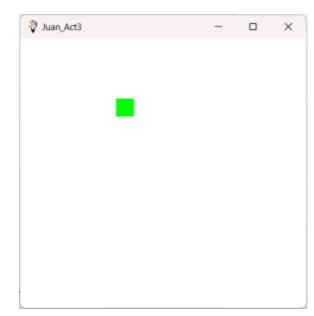
Arrow kiri





• Arrow bawah

Arrow atas





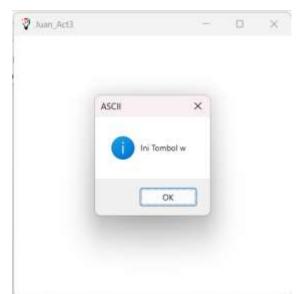
• Tombol A

Tombol D

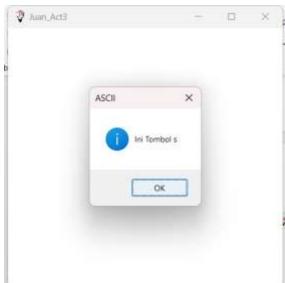




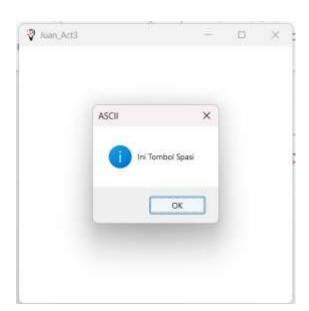
• Tombol W



Tombol S



• Tombol spasi



Tombol Enter

