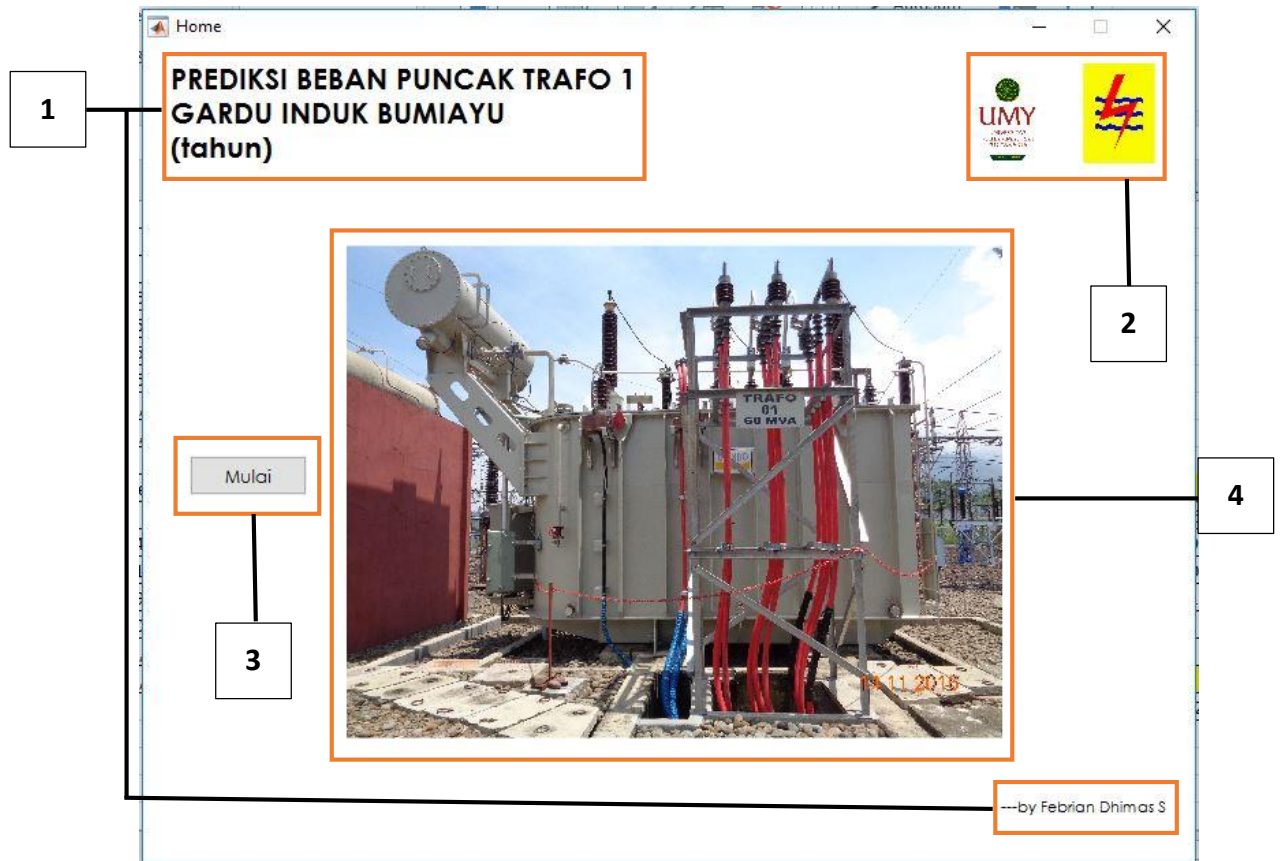


# LAMPIRAN

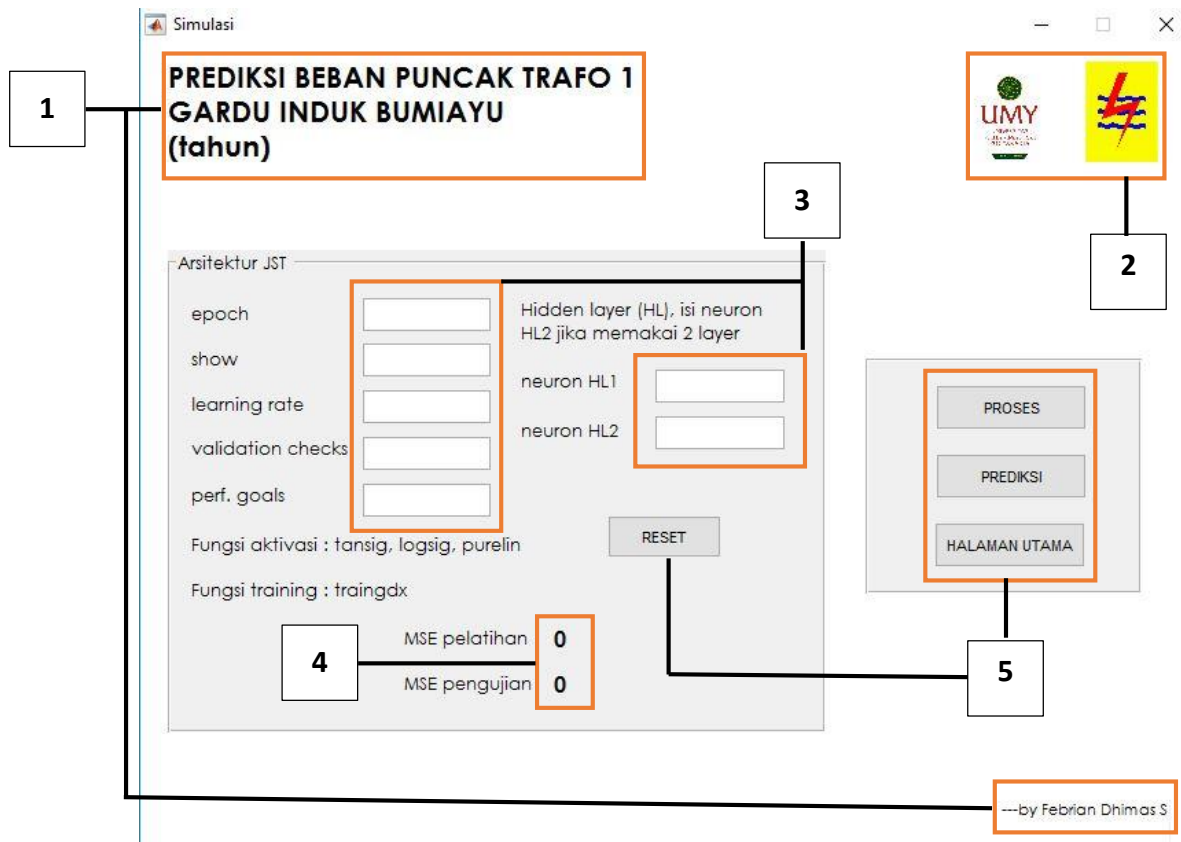
# 1. LAMPIRAN HALAMAN (FIGURE) GUI

a. *Figure Home*, sebagai contoh *figure Home* transformator1



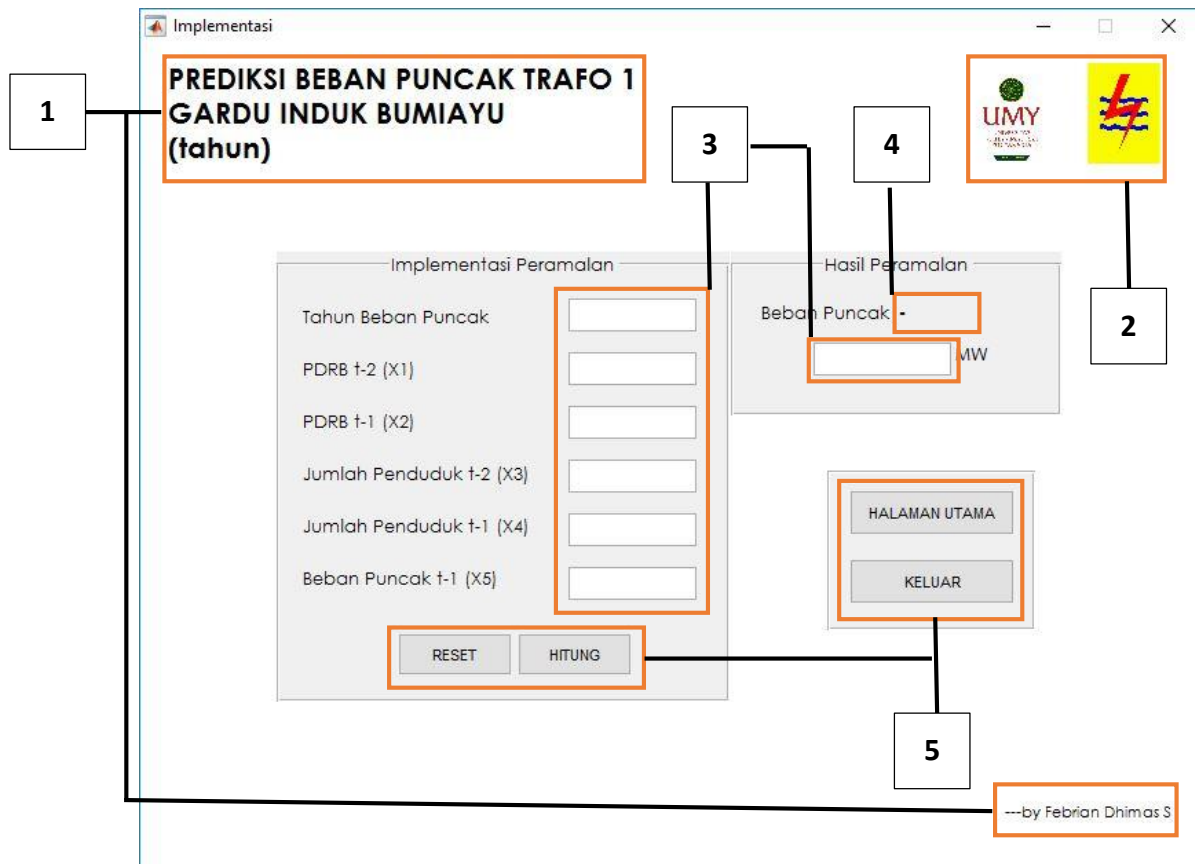
No	Nama komponen	Tagname
1	Static text	text2, text11
2	Axes	axes1, axes2
3	Pushbutton	pushbuttonMulai
4	Axes	axes4

b. *Figure Simulasi*, sebagai contoh *figure Simulasi transformator1*



No	Nama komponen	Tagname
1	<i>Static text</i>	text2, text1 1
2	<i>Axes</i>	axes1, axes2
3	<i>Edit text</i>	editEpoch, editShow, editLR, editValid, editGoals, editHL1, editHL2
4	<i>Static text</i>	mseLatih, mseUji
5	<i>Pushbutton</i>	pushbuttonReset, pushbuttonPROSES, pushbutttonPrediksi, pushbuttonHalaman

c. *Figure Implementasi*, sebagai contoh *figure Implementasi/ transformator1*



No	Nama komponen	Tagname
1	<i>Static text</i>	text2, text1 1
2	<i>Axes</i>	axes1, axes2
3	<i>Edit text</i>	editTahun, editX1, editX2, editX3, editX4, editX5, editHasil
4	<i>Static text</i>	textTahun
5	<i>Pushbutton</i>	pushbuttonReset, pushbuttonHitung, , pushbuttonHalaman, pushbuttonKeluar