

### **Lampiran 9. *If-Then Rule Fuzzy Linguistic***

#### Rule untuk Ketebalan Mata Sabit (Tebal)

1. If (pangkal mata sabit is tebal) and (ujung mata sabit is tebal) then (mata\_sabit\_tebal is tebal)
2. If (pangkal mata sabit is tebal) and (ujung mata sabit is sedang) then (mata\_sabit\_tebal is tebal)
3. If (pangkal mata sabit is tebal) and (ujung mata sabit is tipis) then (mata\_sabit\_tebal is tipis)
4. If (pangkal mata sabit is sedang) and (ujung mata sabit is sedang) then (mata\_sabit\_tebal is tipis)
5. If (pangkal mata sabit is sedang) and (ujung mata sabit is tipis) then (mata\_sabit\_tebal is tipis)
6. If (pangkal mata sabit is sedang) and (ujung mata sabit is tebal) then (mata\_sabit\_tebal is tebal)
7. If (pangkal mata sabit is tipis) and (ujung mata sabit is sedang) then (mata\_sabit\_tebal is tipis)
8. If (pangkal mata sabit is tipis) and (ujung mata sabit is tipis) then (mata\_sabit\_tebal is tipis)

#### Rule untuk Ukuran Desain Tajam

1. If (waktu is cepat) and (suhu penyepuhan is rendah) then (Ketajaman is jelek)
2. If (waktu is cepat) and (suhu penyepuhan is sedang) then (Ketajaman is jelek)
3. If (waktu is cepat) and (suhu penyepuhan is tinggi) then (Ketajaman is sangat\_baik)
4. If (waktu is normal) and (suhu penyepuhan is rendah) then (Ketajaman is jelek)
5. If (waktu is normal) and (suhu penyepuhan is sedang) then (Ketajaman is normal)
6. If (waktu is normal) and (suhu penyepuhan is tinggi) then (Ketajaman is sangat\_baik)
7. If (waktu is lama) and (suhu penyepuhan is rendah) then (Ketajaman is jelek)
8. If (waktu is lama) and (suhu penyepuhan is sedang) then (Ketajaman is jelek)
9. If (waktu is lama) and (suhu penyepuhan is rendah) then (Ketajaman is jelek)