

LAMPIRAN 4

HASIL CROSSTAB PERILAKU MASYARAKAT DENGAN PSN

Case Processing Summary

	Cases					
	Valid		Missing		Total	
	N	Percent	N	Percent	N	Percent
perilaku masyarakat* psn masyarakat	92	100.0%	0	.0%	92	100.0%

perilaku masyarakat * psn masyarakat Crosstabulation

Count		psn masyarakat		Total
		buruk	baik	
perilaku masyarakat	buruk	39	5	44
	baik	13	35	48
Total		52	40	92

Chi-Square Tests

	Value	df	Asymp. Sig. (2-sided)	Exact Sig. (2-sided)	Exact Sig. (1-sided)
Pearson Chi-Square	35.393 ^a	1	.000		
Continuity Correction ^b	32.933	1	.000		
Likelihood Ratio	38.741	1	.000		
Fisher's Exact Test				.000	.000
Linear-by-Linear Association	35.008	1	.000		
N of Valid Cases ^b	92				

a. 0 cells (.0%) have expected count less than 5. The minimum expected count is 19,13.

b. Computed only for a 2x2 table

Case Processing Summary

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	Valid		Missing		Total	
	N	Percent	N	Percent	N	Percent
perilaku masyarakat* psn masyarakat	92	100.0%	0	.0%	92	100.0%

perilaku masyarakat * psn masyarakat Crosstabulation

			psn masyarakat		Total
			buruk	baik	
perilaku masyarakat	buruk	Count	39	5	44
		Expected Count	24.9	19.1	44.0
		% within perilaku masyarakat	88.6%	11.4%	100.0%
		% within psn masyarakat	75.0%	12.5%	47.8%
		% of Total	42.4%	5.4%	47.8%
baik	baik	Count	13	35	48
		Expected Count	27.1	20.9	48.0
		% within perilaku masyarakat	27.1%	72.9%	100.0%
		% within psn masyarakat	25.0%	87.5%	52.2%
		% of Total	14.1%	38.0%	52.2%
Total		Count	52	40	92
		Expected Count	52.0	40.0	92.0
		% within perilaku masyarakat	56.5%	43.5%	100.0%
		% within psn masyarakat	100.0%	100.0%	100.0%
		% of Total	56.5%	43.5%	100.0%

Chi-Square Tests

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