

DAFTAR PUSTAKA

- [1] D. R. Hanani, "PENGEMBANGAN PROGRAM SCORING DALAM OLAHRAGA PANAHAN," p. i, 2018.
- [2] S. A. Pranata, "SISTEM INFORMASI KOMPETISI PENUH LIGA SEPAK BOLA BERBASIS WEB," p. I, 2014.
- [3] Maxmanroe.com, "Pengertian Sistem: Definisi, Unsur-Unsur, dan Jenis-Jenis Sistem: Maxmanroe," [Online]. Available: <https://www.maxmanroe.com/vid/manajemen/pengertian-sistem.html>. [Accessed 10 July 2019].
- [4] F. Nursyifa, 11 July 2016. [Online]. Available: <http://nursyifafadhila.blogspot.com/>. [Accessed 10 July 2019].
- [5] G. B. Davis, Management information systems, McGraw-Hill Inc.,US; 2nd edition, 2003.
- [6] T. Pengertian, "Pengertian Kompetisi: Temukan Pengertian," [Online]. Available: <https://www.temukanpengertian.com/2015/08/pengertian-kompetisi.html>.
- [7] A. Yasmi, Wahyuni and F. Rauf, "Rekayasa Perangkat Lunak", Revisi ed., Bandung: Unikom Pers, 2012.
- [8] B. Nugroho, Aplikasi Pemograman Web Dinamis Dengan PHP dan MySQL, Yogyakarta: Gava Media, 2008.
- [9] A. Comeau, MySQL Explained, CreateSpace Independent Publishing Platform; 1 edition, 2015.
- [10] P. Christensson, "JavaScript Definition," 8 August 2014. [Online]. Available: <https://techterms.com/definition/javascript>.
- [11] Conquest, "Client Side vs. Server Side: Code Conquest," [Online]. Available: <https://www.codeconquest.com/website/client-side-vs-server-side/>. [Accessed 10 July 2019].
- [12] B. Hardiyana and J. C. W, Belajar Pemograman Berorientasi Objek Dengan Bahasa Java, Bandung: Megatama, 2014.