

## DAFTAR PUSTAKA

- [1] R. S Pressman, *Software Engineering a Practitioner's Approach*, New York: Mc Graw Hill, 2001.
- [2] J. Hartono, *Pengenalan Komputer*, Yogyakarta: Andi, 2004.
- [3] B. Williams and S. Sawyer, *Using Information Technology: A Practical Introduction to Computers & Communications*. (9<sup>th</sup> edition), New York: McGraw-Hill, 2011.
- [4] N.Safaat H, *Pemrograman Aplikasi Mobile Smartphone dan Tablet PC Berbasis Android*, Bandung: Informatika, 2012 (Edisi Revisi).
- [5] B. R. Sofian, "Perbandingan Algoritma Template Matching Dan Feature Extraction Pada Optical Character Recognition," vol. I, Bandung : s.n., 2012.
- [6] "Panduan Pengguna Android Studio," [Online]. Available: <https://developer.android.com/studio/intro/index.html?>. [Accessed 10 04 2017].
- [7] B. Hariyanto, *Esensi-Esensi Bahasa Pemrograman Java*, Bandung: Informatika, 2007.
- [8] B. Raharjo, I. Haryanto and A. Haryono, *MUDAH BELAJAR JAVA*, Bandung: Informatika, 2010.
- [9] Suryana, Taryana dan Koesheryatin (2014). *Aplikasi Internet Menggunakan HTML, CSS & JavaScript*. Jakarta: Penerbit PT Elex Media Komputindo.
- [10] J. Community. [Online]. Available: <http://json.com>. [Accessed 2017 7 8].
- [11] R. Miles and K. Hamilton, *Learning UML 2.0*, O'Reilly Media, 2006.
- [12] "Panduan Firebase Realtime Database" [Online]. Available: <https://firebase.google.com/docs/database/>.
- [13] "Documentation for app developers" [Online]. Available: <https://developer.android.com/docs/>.
- [14] "API Reference Documentation" [Online]. Available: <https://nodejs.org/en/docs/>.
- [15] "Teach, Learn and Make with Raspberry Pi" [Online]. Available: <https://www.raspberrypi.org/education/>.