

## DAFTAR PUSTAKA

- [1] B. Santoso and R. P. Kristianto, “Implementasi Penggunaan OpenCV Pada Face Recognition Untuk Sistem Presensi Perkuliahan Mahasiswa,” 2020.
- [2] I. Gede, T. Permana, D. S. Rusdianto, and L. Fanani, “Pengembangan Sistem Presensi berbasis Lokasi menggunakan Geofence WiFi dan REST API pada Fakultas Ilmu Komputer Universitas Brawijaya,” 2019. [Online]. Available: <http://j-ptiik.ub.ac.id>
- [3] I. Sommerville, *Software Engineering: Seventh Edition*, 7th ed. Pearson Education, 2004.
- [4] G. W. Sasmito, “Penerapan Metode Waterfall Pada Desain Sistem Informasi Geografis Industri Kabupaten Tegal,” *Jurnal Informatika: Jurnal Pengembangan IT (JPIT)*, vol. 2, no. 1, pp. 6–12, 2017, [Online]. Available: <http://www.tegalkab.go.id>,
- [5] E. R. Subhiyakto, M. Iskandar, E. Kartikadarma, and Y. P. Astuti, “Pengembangan Aplikasi Pencatatan Absensi dan Kegiatan Pegawai Aru PT Jasa Raharja Jawa Tengah,” *Buletin Poltanesa*, vol. 23, no. 1, Jun. 2022, doi: 10.51967/tanesa.v23i1.1167.
- [6] A. Bayu Hasta Yanto, A. Fauzi, N. Indriyani, and J. Raya Cilebut Kel Sukaresmi Tanah Sareal -Bogor, “Attendance Mobile Application With Face Recognition and Detect Location,” *Jurnal Teknologi dan Open Source*, vol. 5, no. 1, pp. 51–63, 2022, doi: 10.36378/jtos.
- [7] L. Li, X. Mu, S. Li, and H. Peng, “A Review of Face Recognition Technology,” *IEEE Access*, vol. 8, pp. 139110–139120, 2020, doi: 10.1109/ACCESS.2020.3011028.
- [8] S. Z. Li and A. K. Jain, *Handbook of Face Recognition*. London: Springer London, 2011. doi: 10.1007/978-0-85729-932-1.
- [9] A. Singh and R. Bhadani, *Mobile Deep Learning with TensorFlow Lite, ML Kit and Flutter*. 2020.
- [10] M. Abadi, “TensorFlow: Learning Functions at Scale,” in *Proceedings of the 21st ACM SIGPLAN International Conference on Functional Programming*, in ICFP 2016. New York, NY, USA: Association for Computing Machinery, 2016, p. 1. doi: 10.1145/2951913.2976746.

- [11] B. Pang, E. Nijkamp, and Y. N. Wu, “Deep Learning With TensorFlow: A Review,” *Journal of Educational and Behavioral Statistics*, vol. 45, no. 2, pp. 227–248, 2020, doi: 10.3102/1076998619872761.
- [12] S. Chen, Y. Liu, X. Gao, and Z. Han, “MobileFaceNets: Efficient CNNs for Accurate Real-Time Face Verification on Mobile Devices.”
- [13] J. Xiao, G. Jiang, and H. Liu, “A Lightweight Face Recognition Model based on MobileFaceNet for Limited Computation Environment,” *EAI Endorsed Transactions on Internet of Things*, p. 173547, Jul. 2018, doi: 10.4108/eai.28-2-2022.173547.
- [14] A. G. Howard *et al.*, “MobileNets: Efficient Convolutional Neural Networks for Mobile Vision Applications,” Apr. 2017, [Online]. Available: <http://arxiv.org/abs/1704.04861>
- [15] S. Vatansever and I. Butun, *A Broad Overview of GPS Fundamentals: Now and Future*. 2017.
- [16] A. El-Rabbany, *Introduction to GPS: The Global Positioning System, Second Edition*. Artech, 2006. [Online]. Available: <http://ieeexplore.ieee.org/document/9100988>
- [17] L. Zhao and X. Yu, “Design and development of anti-theft tracking APP based on geofence,” in *Proceedings of IEEE Asia-Pacific Conference on Image Processing, Electronics and Computers, IPEC 2021*, Institute of Electrical and Electronics Engineers Inc., Apr. 2021, pp. 738–741. doi: 10.1109/IPEC51340.2021.9421332.
- [18] G. N. Kumar and M. Bangi, “An Extension to Winding Number and Point-in-Polygon Algorithm,” Elsevier B.V., Jan. 2018, pp. 548–553. doi: 10.1016/j.ifacol.2018.05.092.
- [19] K. Hormann and A. Agathos, “The Point in Polygon Problem for Arbitrary Polygons.”
- [20] Marco L. Napoli, *Beginning Flutter: A Hands On Guide to App Development*. 2019.
- [21] A. Banks and E. Porcello, *Learning React: Modern Patterns for Developing React Apps*, 2nd Edition. 2020.
- [22] A. Banks and E. Porcello, *Learning React Functional Web Development with React and Redux*, First Edition. Sebastopol, CA, 2017.

- [23] M. Stauffer, *Laravel: Up & Running, 2nd Edition*, Second Edition. Sebastopol, CA: O’Rielly Media, 2019.
- [24] A. Kannan and A. A. Abd El-Aziz, “JSON Encryption,” *2014 International Conference on Computer Communication and Informatics (ICCCI -2014)*, 2014.
- [25] Learning UML 2.0, *Learning UML 2.0*. 2006.
- [26] M. B. U. B. Arifin and Aunillah, *Buku Ajar Statistik Pendidikan*. 2022.