

## DAFTAR PUSTAKA

- [1] S. Hutomo, *Tata Ibadah dan Dasar Agama Khonghucu*, Jakarta, 1983.
- [2] MATAKIN, *Selayang Pandang Sejarah Suci Agama Khonghucu*, MATAKIN, 1985.
- [3] S. Aprilia dan M. , “Eksistensi Agama Khonghucu di Indonesia,” *JSA*, vol. 1, 2017.
- [4] Badan Pusat Statistik, “Penduduk Menurut Wilayah dan Agama yang Dianut,” 2010. [Online]. Available: <https://sp2010.bps.go.id/index.php/site/tabel?tid=321&wid=0>. [Diakses 25 Februari 2019].
- [5] APJII, “Penetrasi & Perilaku Pengguna Internet Indonesia,” APJII, 2017.
- [6] L. C. Klopfenstein, S. Delpriori, S. Malatini dan A. Bogliolo, “The Rise of Bots: A Survey of Conversational Interfaces, Patterns, and Paradigms,” *comScore*, Edinburgh, 2017.
- [7] I. N. Satria Paliwahet, I. M. Sukarsa dan I. K. Gede Darma Putra, “Pencarian Informasi Wisata Daerah Bali menggunakan Teknologi Chatbot,” *Lontar Komputer*, vol. 8, 2017.
- [8] A. D. R, F. Imamah, Y. M. Andre S dan A. , “Aplikasi Chatbot (Milki Bot) Yang Terintegrasi Dengan Web CMS Untuk Customer Service Pada UKM MINSU,” *Jurnal Cendikia*, vol. 16, pp. 100-106, 2018.

- [9] G. Sastrawangsa, "Pemanfaatan Telegram Bot Untuk Automatisasi Layanan Dan," dalam *Konferensi Nasional Sistem & Informatika*, Bali, 2017.
- [10] Kumparan, "Pengguna LINE di Indonesia Capai 90 Juta, Didominasi Anak Muda," Kumparan, 6 Mei 2018. [Online]. Available: <https://kumparan.com/@kumparantech/pengguna-line-di-indonesia-capai-90-juta-didominasi-anak-muda>. [Diakses 10 Maret 2019].
- [11] J. Sarwono, *Metode Penelitian Kuantitatif & Kualitatif*, Yogyakarta: Graha Ilmu, 2006.
- [12] I. Somerville, *Software Engineering*, 9th ed, Boston: Pearson, 2011.
- [13] E. N. S and I. Afrianto, "Rancang Bangun Aplikasi Chatbot Informasi Objek Wisata Kota Bandung dengan Pendekatan Natural Language Processing," *KOMPUTA-Jurnal Komputer & Informatika*, vol. 4, no. 1, p. 50, 2015.
- [14] B. Raharjo, *Belajar otodidak membuat database menggunakan MySQL*, Bandung: Informatika, 2011.
- [15] S. Patni, *Pro RESTful APIs - Design, Build and Integrate with REST, JSON, XML, and JAX-RS*, Santa Clara: Apress, 2017.
- [16] "Introducing JSON," [Online]. Available: <https://www.json.org/>. [Diakses 19 Maret 2019].
- [17] A. Rouf, "Pengujian Perangkat Lunak Dengan Menggunakan Metode White Box dan Black Box".
- [18] C. R. Kothari, *Research Methodology Methods and Techniques* 2nd ed, 2004: New Age International (P) Ltd, New Delhi.
- [19] B. Oestereich, *Developing Software With UML Object Oriented Analysis and Design in Practice* 2nd edition, Oldenbourg, 2001.

- [20] R. Miles dan K. Hamilton, Learning UML 2.0, O'Reilly, 2006.
- [21] B. Sidik, Pemrograman Web Dengan PHP 7, Informatika, 2017.
- [22] P. Redmond, Lumen Programming Guide: Writing PHP Microservices, REST and Web Service APIs, Arizona: Apress, 2016.
- [23] MySQL, "Boolean Full-Text Searches," [Online]. Available: <https://dev.mysql.com/doc/refman/5.6/en/fulltext-boolean.html>. [Diakses 13 Januari 2019].
- [24] LINE, "Messaging API," [Online]. Available: <https://developers.line.biz/en/docs/messaging-api/overview/>. [Diakses 13 Januari 2019].
- [25] Wikipedia, "Google APIs," Wikipedia, 9 Januari 2019. [Online]. Available: [https://en.wikipedia.org/wiki/Google\\_APIs](https://en.wikipedia.org/wiki/Google_APIs). [Diakses 19 Maret 2019].
- [26] Google, "Distance Matrix API," Google Maps Platform, [Online]. Available: <https://developers.google.com/maps/documentation/distance-matrix/start>. [Diakses 22 Maret 2019].