DAFTAR PUSTAKA

[1] Anita Desiani & Muhammad Arhami, *Konsep Kecerdasan Buatan*, Andi Yogyakarta

[2] Artikel, www.gmm.fsksm.utm.my, *Pengenalan Interaksi Manusia Komputer*

[3] Basuki, Ahmad, www.cerdas.com, *Kecerdasan Komputer.*

[4] Bill Soo, www.planet-source-code.com, *Game Artificial Intelligence*, 2000.

[5] Elaine Rich and Kevin Knight, *Artificial Intelligence*, Second Editions, 1991.

[6] Kusrini, *Sistem Pakar Teori dan Aplikasi ,* Andi Yogyakarta

[7] Michael Halvorson, HM, *Step by Step Microsoft Visual Basic 6.0*, Elex Media Komputindo, 1989.

[8] Muhammad Arhami, *Konsep Dasar Sistem Pakar ,* Andi Yogyakarta

[9] Pramono, Djoko, *Mudah Menguasai Visual Basic 6*, Elex Media Komputindo, 1999.

[10] Suyanto, ST, Msc. Artificial Intelegence, Informatika, 2007