DAFTAR PUSTAKA

[1] Mulyana, Agus, dan Muhammad Aria. 2015. *Perancangan Digital Signage Sebagai Papan Informasi Digital*. Bandung: Majalah Ilmiah UNIKOM. Vol.13 No.2.

[2] Jaswandi, Beny. 2017. Interactive Digital Wayfinding Berbasis Desktop Programming. Universitas Komputer Indonesia.

[3] Mihura, Bruce. 2001. *LabVIEW for Data Acquisition*. New York: Pearson Education.

[4] Adiwidya, Bernardino Madaharsa Dito. Algoritma Levenshtein Dalam Pendekatan *Approximate String Matching.* Institut Teknologi Bandung.

[5] Allison, L. 1999. *Dynamic Programming Algorithm for Edit Distance*, **http://www.csse.monash.edu.au/~lloyd/tildeAlgDS/Dynamic/Edit/**, diakses tanggal 27 April 2017 pukul 11.13 WIB.