

REFERENSI

- [1] Gunarso. M, Muharom. L.A. "Deteksi Objek Pada Gambar Menggunakan Algoritma Speeded-Up Robust Feature (SURF)". Fakultas Teknik Universitas Muhammadiyah Jember.
- [2] "Penjelasan Lengkap YOLO", *www.carakubisa.com*, 2019. [Daring].
Sumber:<https://www.carakubisa.com/2019/10/Lengkap-YOLO-Deep-Learning.html>. [Diakses: 04- Mar- 2020].
- [3] Corovic, A., Ilic, V., Duric, S., Marijan, M., & Pavkovic, B. (2018). *The Real-Time Detection of Traffic Participants Using YOLO Algorithm. 2018 26th Telecommunications Forum (TELFOR)*.
- [4] F.D. Hasbi. 2019. "Rancang Bangun Sistem Smart CCTV untuk Efektivitas Energi Berbasis YOLO CNN dan di Laboratorium Otomasi PPNS". Surabaya: PPNS.
- [5] K.O. Ella, I. Dina. 2019. "Pengenalan Objek Makanan Cepat Saji Pada Video dan Real Time *Webcam* Menggunakan Metode You Look Only Once (YOLO)". Fakultas Teknologi Industri Universitas Gunadarma.
- [6] Barik, D., & Mondal, M. (2010). *Object identification for computer vision using image segmentation. 2010 2nd International Conference on Education Technology and Computer*.
- [7] M. Dahria, "Kecerdasan Buatan," Jurnal SAINTIKOM, vol. 5, pp. 185-196, 2008.
- [8] E. Hendy Subrata, "Apa itu *Computer vision*? Berikut Penjelasanannya", DosenIT.com, 2019. [Daring]. Sumber: <https://dosenit.com/ilmu-komputer/komputer-dasar/apa-itu-computer-vision>. [Diakses: 19- Mar- 2020].
- [9] "Overview of the YOLO Object Detection Algorithm", *Medium*, 2020. [Daring]. Sumber: <https://medium.com/@ODSC/overview-of-the-yolo-object-detection-algorithm-7b52a745d3e0>. [Diakses: 27- Mar- 2020].

- [10] A. Rini dan R. A. Azdy, "Implementasi Incremental Model Pada Sistem Informasi Penyewaan Barang dan Jasa PT. Sriwijaya Indah Persada Palembang", dalam *TEKNOMATIKA*, Vol. 6, hlm. 1-9, 2016.
- [11] R. S. Pressman, "incremental Process Models," dalam *Software Engineering: A Practitioner's Approach 7th Edition*, New York, McGraw-Hill Companies, Inc, 2010, hlm. 41-42.
- [12] I. Sommerville, "Incremental Development," dalam *Software Engineering 9th Edition*, Boston, Pearson Education, Inc, 2011, hlm. 32-34.
- [13] M. S. Mustaqbal, R. F. Firdaus dan H. Rahmadi, "PENGUJIAN APLIKASI MENGGUNAKAN BLACK BOX TESTING BOUNDARY VALUE ANALYSIS (Studi Kasus: Aplikasi Prediksi Kelulusan SNMPTN)", dalam *Jurnal Ilmiah Teknologi Informasi Terapan*, Vol. 1, hlm. 33-34, 2015.
- [14] R. S. Pressman, "Design Traditional Components," dalam *Software Engineering: A Practitioner's Approach 7th Edition*, New York, McGraw-Hill Companies, Inc, 2010, hlm. 298-300.
- [15] M. Hong, "How to create a Telegram bot, and send messages with Python", *Medium*, 2018. [Daring]. Sumber: https://medium.com/@ManHay_Hong/how-to-create-a-telegram-bot-and-send-messages-with-python-4cf314d9fa3e. [Diakses: 20- Jun- 2020].
- [16] M. Zufar and B. Setiyono, "Convolutional Neural Networks untuk Pengenalan Wajah Secara Real-Time," *JURNAL SAINS DAN SENI ITS*, vol. 5, 2016.
- [17] N. Sofia, "CONVOLUTIONAL NEURAL NETWORK", *Medium*, 2018. [Daring]. Sumber: <https://medium.com/@nadhifasofia/1-convolutional-neural-network-convolutional-neural-network-merupakan-salah-satu-metode-machine-28189e17335b>. [Diakses: 20- Jun- 2020].
- [18] J. Enterprise, *Trik Cepat Menguasai Pemrograman Python*, Jakarta: PT Elex Media Komputindo, 2016.

- [19]"Telegram FAQ", Telegram, 2020. [Daring]. Sumber: <https://telegram.org/faq#q-what-is-telegram-what-do-i-do-here>. [Diakses: 20- Jun- 2020].
- [20] D. S. D. K. and H. T. , "Pengujian dan Perawatan Sistem Informasi," Jurnal Komputasi, vol. 2, pp. 27-35, 2014.

