DAFTAR PUSTAKA

Arnold Kaufmann, M. M. G., 1991. *Introduction to Fuzzy Arithmetic.* New York: Van Nostrand Reinhold.

Bonnie Soeherman, M. P., 2008. *Designing Information System.* Jakarta: PT Elex Media Komputindo.

Ertugrul, I. & Karakasoglu, N., 2007. Fuzzy TOPSIS Methof for Academic Member Selection in Engineering Faculty. *Innovations in E-learning, Instruction Technology, Assessment, and Engineering Education*, June, pp. 151-156.

Evi Triandini, I. G. S., 2012. *Step by Step Desain Proyek Menggunakan UML.* Yogyakarta: Penerbit ANDI.

Hasan, I., 2002. *Pokok – Pokok Materi Teori Pengambilan Keputusan.* Jakarta: Ghalia Indonesia.

Herrera, F., Burgos, S. A., Parrilla, F. C. & Viedma, E. H., 2009. Computing with words in decision making: foundations,. *Fuzzy Optimization and Decision Making,* pp. 337-364.

H. & K., 1996. *Information Technology: Tomorrow's Advantage Today.* Hammond: Mcgraw-Hill College.

J.L Whitten, L. B. K., 2007. *System Analysis and Design Methods, Editi Ke-7.* New York: McGraw-Hill/Irwin.

Kenneth E. Kendall, J. E. K., 2010. *Analisis dan Perancangan Sistem, Edisi Ke-5.* Jakarta: Penerbit Indeks.

Kotler, P., 2009. *Manajemen Pemasaran.* Yogyakarta: Graha Ilmu.

Kusumadewi, 2003. *Artificial Intelligence (Teknik dan Aplikasinya).* Yogyakarta: Penerbit Graha Ilmu.

Kusumadewi, S., 2013. *Aplikasi Logika Fuzzy untuk Pendukung Keputusan.* Yogyakarta: Graha Ilmu.

Kusumadewi, S., Hartati, S., Harjoko, A. & Wardoyo, R., 2006. *Fuzzy Multi-Attribute Decision Making (Fuzzy MADM),.* Yogyakarta: Graha Ilmu.

L.A, Z., 1965. *Fuzzy Sets, Information and Control.* s.l.:s.n.

175

Maturidi, A. D., 2014. *Metode Penelitian - Teknik Informatika.* Yogyakarta: deepublish.

O'Brien, J. A., 2005. *Introduction to Information System, 12th Edition.* New York: McGraw Hill Companies Inc..

Pressman, R. S., 2010. *Software Engineering A Practitioner's Approach.* New York: MCGraw-Hill.

Prof. Dr. Sri Mulyani, A. C., 2016. *Metode Analisis dan Perancangan Sistem.* Bandung: Absi Sistematika.

Prof. Nitin R.Chopde, M. M. K. N., 2013. Landmark Based Shortest Path Detection by Using A* and Haversine Formula. pp. tersedia pada : http://www.ijircce.com/upload/2013/april/17_V1204030_Landmark_H.pd f, tanggal akses : 23 Oktober 2016.

Reuters, T., 2016. *Disruptive, Game-Changing Innovation.* s.l.:s.n.

Roche, G., Self, B. & Hill, N., 2002. *Customer Satisfaction Measurement for ISO 9000:2000.* Woburn: Butterworth.

SJ, F. S., 2003. *Himpunan dan Logika Kabur Serta Aplikasinya.* Yogyakarta: Graha Ilmu.

Tjiptono, F., 2008. *Strategi Pemasaran.* 3 ed. Yogyakarta: Andi.

Turban, E., 2005. *Decision Support Systems and Intelligent Systems, Edisi Ke-7.* Yogyakarta: Andi.

Turban, E. A. J. a. L. T., 2009. *Decision Support System and Intelligent System, 7th Ed, jilid 1.* Yogyakarta: Andi Offset.

Venkata Rao, R., 2007. *Decision Making in the Manufacturing Environtment: Using Graph Theory and Multiple Attribute Decision Making Methods.* London: Springer.

Westra, E., 2012. *Python Geospatial Development, Second Edition.* s.l.:s.n.

Whitten J.L., L. B. K., 2004. *Metode Design & Analisis Sistem Edisi Ke-6.* Yogyakarta: Andi.