DAFTAR PUSTAKA

Adriyan. (2019). *Instalasi Python 3 dan IDE atau Anaconda Distribution pada Windows 10*. DQLab.

Bauckhage, C. (2016). NumPy / SciPy / NetworkX Recipes for Data Science : Spectral Clustering. *ResearchGate*, (October), 1–3. https://doi.org/10.13140/RG.2.2.18771.17446

Boeing, G. (2017). OSMnx : New Methods For Acquiring, Constructing, Analyzing, And Visualizing Complex Street Networks. *Computers, Environment and Urban Systems*, *65*, 126–139. https://doi.org/10.1016/j.compenvurbsys.2017.05.004

Boeing, G. (2019). Street Network Models and Measures for Every U.S. City, County, Urbanized Area, Census Tract, and Zillow-Defined Neighborhood. *Urban Science*, *28*(3), 1–13. https://doi.org/10.3390/urbansci3010028

Briggs, J. R. (2013). *Python For Kids A Playful Introduction to Programming* (1st ed.). San Francisco: No Starch Press.

Chi, C. G., Chua, B. L., Othman, M., & Karim, S. A. (2013). Investigating the Structural Relationships Between Food Image, Food Satisfaction, Culinary Quality, and Behavioral Intentions: The Case of Malaysia. *International Journal of Hospitality & Tourism Administration*, *14*(2), 99–120. https://doi.org/10.1080/15256480.2013.782215

Hagberg, A., Schult, D., & Swart, P. (2020). *NetworkX Reference Release 2.5*. Los Alamos: NetworkX.

Harahap, M. K., & Khairina, N. (2017). Pencarian Jalur Terpendek dengan Algoritma Dijkstra. *SinkrOn*, *2*(2), 18–23. Retrieved from https://doi.org/10.33395/sinkron.v2i2.61

Lanning, D. R., Harrell, G. K., & Wang, J. (2014). Dijkstra's Algorithm and Google Maps. In *Proceedings of the 2014 ACM Southeast Regional Conference* (pp. 1–3). ACM-SE.

Nurrohmah, E., & Sulistioningrum, D. (2018). Openstreetmap Sebagai Alternatif Teknologi Dan Sumber Data Pemetaan Desa Inovasi Untuk Percepatan Pemetaan Desa. In *Penggunaan dan Pengembangan Produk Informasi Geospasial Mendukung Daya Saing Nasional* (pp. 787–796). Seminar Nasional Geomatika. https://doi.org/http://dx.doi.org/10.24895/SNG.2018.3-0.1067

Primadasa, Y. (2015). Pencarian Rute Terpendek Menggunakan Algoritma Dijkstra Pada SIG Berbasis Web Untuk Distribusi Minuman (Studi Kasus PT. Coca-Cola Kota Padang). *Jurnal KomTekInfo*, *2*(2), 47–54.

Putra, E. D. A., Ernawati, & Coastera, F. F. (2016). Penerapan Open Street Map Untuk Mencari Lokasi ATM Terdekat Dengan Algoritma Kruskal Berbasis Smartphone Android (Studi Kasus: Lokasi ATM di Bengkulu). *Jurnal Rekursif*, *4*(2), 196–208.

Ratnasari, A., Ardiani, F., & A, F. N. (2013). Penentuan Jarak Terpendek dan Jarak Terpendek Alternatif Menggunakan Algoritma Dijkstra Serta Estimasi

Waktu Tempuh. In *Seminar Nasional Teknologi Informasi & Komunikasi Terapan 2013* (Vol. 3, pp. 29–34). SEMANTIK.

Retnani, W. E. Y., Istiadi, D., & Roqib, A. (2015). Pencarian SPBU Terdekat dan Penentuan Jarak Terpendek Menggunakan Algoritma Dijkstra (Studi Kasus Di Kabupaten Jember). *Jurnal Nasional Teknik Elektro*, *4*(1), 89–93. Retrieved from https://doi.org/10.25077/jnte.v4n1.132.2015

Sharma, Y., Saini, S. C., & Bhandhari, M. (2012). Comparison of Dijkstra's Shortest Path Algorithm with Genetic Algorithm for Static and Dynamic Routing Network. *International Journal of Electronics and Computer Science Engineering (IJECSE)*, *1*(2), 416–425.

Zelle, J. (2010). *Python Programming : An Introduction to Computer Science* (2nd ed.). Wilsonville: Franklin, Beedle & Associates Inc.