

DAFTAR PUSTAKA

- [1] Raharjo, Santoso Tri dkk, *Aku dan Pandemi COvid19: Sebuah Refleksi*. Sumedang: CV. Niaga Muda, pp. 1-3, 2020.
- [2] Dadhich, Abhinav, *Practical Computer Vision*. Birmingham: Packt Publishing Ltd., pp.7-109, 2018.
- [3] Ilija Mihajlovic, "Everything You Ever Wanted To Know About Computer VisionIlija Miha." <https://towardsdatascience.com/everything-you-ever-wanted-to-know-about-computer-vision-heres-a-look-why-it-s-so-awesome-e8a58dfb641e>, Apr. 26, 2019 (accessed Nov. 02, 2021).
- [4] Babich, Nick, "What Is Computer Vision & How Does it Work? An Introduction," <https://xd.adobe.com/ideas/principles/emerging-technology/what-is-computer-vision-how-does-it-work/>, Jul. 28, 2020 (accessed Nov. 02, 2021).
- [5] Singgalen, Rinaldo, "Sistem Pengenalan Wajah sebagai Akses Loker Penyimpanan Barang," *TELEKONTRAN*, vol. 5, pp. 149-158, 2017.
- [6] Mufarroha, Fifi Ayu, dkk, "Deteksi Manusia Menggunakan Metode Histogram of Oriented Gradient dan Euclidean Distance," *NERO*, vol. 3, pp. 177–183, 2018.
- [7] Li, Bin, et. al, "Histogram of oriented gradient based GIST feature for building recognition," *Computational Intelligence and Neuroscience*, vol. 2016, pp. 1-9, 2016, doi: 10.1155/2016/6749325.
- [8] Geitgey, Adam, "Machine Learning is Fun! Part 4: Modern Face Recognition with Deep Learning." <https://medium.com/@ageitgey/machine-learning-is-fun-part-4-modern-face-recognition-with-deep-learning-c3cffc121d78>, Jul. 24, 2016 (accessed Nov. 11, 2021).
- [9] D. A. Pisner and D. M. Schnyer, "Support Vector Machine," *Machine Learning: Methods and Applications to Brain Disorders*, pp. 101–121, Jan. 2020, doi: 10.1016/B978-0-12-815739-8.00006-7.
- [10] Sewak, Mohit, et. al, *Practical Convolutional Neural Networks*. Birmingham: Packt Publishing Ltd., pp. 37-40, 2018.
- [11] Li, Yan, et. al, "When seeing is not believing: Defeating MFF-based attacks using liveness detection for face authentication on mobile platforms," in *Protecting Mobile Networks and Devices: Challenges and Solutions*, pp. 30-46, 2016. doi: 10.1201/9781315369648.
- [12] Soukupová, Tereza and Jan Cech, "Real-Time Eye Blink Detection using Facial Landmarks", *Center for Machine Perception, Department of Cybernetics Faculty of Electrical Engineering, Czech Technical University in Prague*, pp. 1-8, 2016.
- [13] Pulungan, Akhiruddin dan Alfa Saleh, "Perancangan Aplikasi Absensi Menggunakan QR Code Berbasis Android," *Jurnal Mahasiswa Fakultas Teknik dan Ilmu Komputer*, vol. 1, no. 1, pp. 1063-1074, 2020.

- [14] Bernadetta, “3 Manfaat Absensi Karyawan Bagi Perkembangan Perusahaan.” <https://sleekr.co/blog/3-manfaat-absensi-karyawan-bagi-perkembangan-perusahaan/>, Feb. 25, 2019 (accessed Nov. 12, 2021).
- [15] Harianto, Kusno dkk, *Sistem Monitoring Lulusan Perguruan Tinggi Dalam Memasuki Dunia Kerja Menggunakan Tracer Study*. Surabaya: Media Sahabat Cendekia, pp. 16-17, 2019.
- [16] Sutanto, Erwin, *Pemrograman Android Dengan Menggunakan Eclipse & StarUML*. Surabaya: Pusat Penerbitan dan Percetakan Universitas Airlangga, pp.52-53, 2018.
- [17] Chauduri, A. B. (2020, June 24), *Flowchart and Algorithm Basics* (2nd edition). [On-line]. Available: https://www.google.co.id/books/edition/Flowchart_and_Algorithm_Basics/JJYJEAAAQBAJ?hl=en&gbpv=0 (accessed Nov. 20, 2021).
- [18] Python.org. “What is Python? Executive Summary.” Internet: <https://www.python.org/doc/essays/blurb/> (accessed Nov. 20, 2021).
- [19] PyCharm. “Get started.” <https://www.jetbrains.com/help/pycharm/quick-start-guide.html> (accessed Nov. 20, 2021).
- [20] Fitzpatrick, Martin, *Create GUI Application with Python & Qt5*. Netherland: Martin Fitzpatrick, pp.5-6, 2020.
- [21] C++ Team Blog. “Windows desktop development with C++ in Visual Studio.” Internet: <https://devblogs.microsoft.com/cppblog/windows-desktop-development-with-c-in-visual-studio/> (accessed Nov. 20, 2021).
- [22] Bertram, Adam, *PowerShell for Sysadmins*. California: No Starch Press, Inc., pp.118-122, 2020.
- [23] Sharif, M., et al, “Face Recognition: A Survey,” *Journal of Engineering Science and Technology Review*, vol. 10, no. 2, pp. 166–177, 2017, doi: 10.25103/jestr.102.20.
- [24] Safri, Galeh Rizkya. “PENERAPAN LIVENESS SEBAGAI ANTI-SPOOFING CITRA DIGITAL PADA SISTEM KEAMANAN AKSES KONTROL RUANG SERVER BERBASIS RASPBERRY PI.” S.T, Universitas Muhammadiyah Gresik, Jawa Timur, 2020.
- [25] M., Mahmudi dkk, “IMPLEMENTASI METODE VIOLA JONES UNTUK MENDETEKSI WAJAH MANUSIA,” *Jurnal Informa: Jurnal Penelitian dan Pengabdian Masyarakat*, vol. 5, no. 1, pp. 54–60, 2019, doi: 10.46808/INFORMA.V5I1.69.
- [26] Prabowo, Mei, *Metodologi Pengembangan Sistem Informasi*. Salatiga: LP2M IAIN Salatiga, pp.43-45, 2020.