

DAFTAR PUSTAKA

- Abdulkarim, H.A. and Alshammari, I.F., 2015. Comparison of Algorithms for Solving Traveling Salesman Problem. *International Journal of Engineering and Advanced Technology*, 4 (6), 76–79.
- Amin, A.R., Ikhsan, M., and Wibisono, L., 1976. Traveling Salesman Problem. *metaheuristics*, 1–6.
- Amit Patel, 2018. Introduction to A* [online]. Available from: <http://theory.stanford.edu/~amitp/GameProgramming/AStarComparison.html> [Accessed 22 Jul 2018].
- Applegate, D.L., Bixby, R.E., Chvátal, V., and Cook, W.J., 2006. The Traveling Salesman Problem: A Computational Study. *Princeton University Press*, 593.
- CNN Indonesia, 2017. Peta Persaingan Situs e-Commerce di Indonesia [online]. Available from: <https://www.cnnindonesia.com/teknologi/20170315104148-185-200219/peta-persaingan-situs-e-commerce-di-indonesia> [Accessed 27 Sep 2018].
- Dewi, L.J.E., 2010. Pencarian Rute Terpendek Tempat Wisata Di Bali Dengan Menggunakan Algoritma Dijkstra. *Snati 2010*, 2010 (Snati), 46–49.
- Dorigo, M. and Gambardella, L.M., 1997. Ant colony system: A cooperative learning approach to the traveling salesman problem. *IEEE Transactions on Evolutionary Computation*, 1 (1), 53–66.
- Dostál P, K.O., 2010. The comparison of methods solving the travel. *In International Conference on Soft Computing*, 50–55.
- Duchon, F., Babinec, A., Kajan, M., Beno, P., Florek, M., Fico, T., and Jurišica, L., 2014. Path planning with modified A star algorithm for a mobile robot. *Procedia Engineering*, 96, 59–69.
- Ferdifiansyah, F., 2013. Perbandingan Algoritma Dijkstra Dan Algoritma Ant Colony Dalam Penentuan Jalur Terpendek. *Teknik Elektro Konsentrasi Rekayasa Komputer, Universitas Brawijaya*, 1 (1), 1–6.
- Info Kurir, 2015. Alamat Agen JNE Di Semarang - INFO KURIR [online]. Available from: <http://www.kurir.web.id/2018/03/alamat-agen-jne-di-semarang.html> [Accessed 8 Jan 2019].
- Justin Poliey, 2014. A star algorithm, 1–4.
- Lukman, A. and Informatika, D.T., n.d. Penyelesaian Travelling Salesman Problem dengan Algoritma Greedy.
- Pugas, D., Somantri, M., and Satoto, K., 2011. Pencarian Rute Terpendek Menggunakan Algoritma Dijkstra dan Astar (A*) pada SIG Berbasis Web untuk Pemetaan Pariwisata Kota Sawahlunto. *Transmisi*, 13 (1), 27–32.
- Romanycia, M.H.J. and Pelletier, F.J., 1985. What is a heuristic? *Computational Intelligence*, 1 (1), 47–58.
- Semarang, P.K., 2018. Profil Kota Semarang [online]. Available from: <http://www.semarangkota.go.id/main/page/2/profil> [Accessed 30 Aug 2018].
- Sistem, R., 2018. Aplikasi Sistem Pencarian Halte BRT Terdekat Kota Semarang, 2 (1), 430–436.
- Syukriyah, Y., Falahah, and Solihin, H., 2016. Penerapan algoritma a* (star) untuk

mencari rute tercepat dengan hambatan, (Selisik).

Talai, M.B., Yamin, M., and Pramono, B., 1978. Rumah Sakit Umum Bahteramas Menggunakan Algoritma a * (a-Star), (x).

Wicaksana, D. and Alamsyah, A., 2014. Solusi Travelling Salesman Problem Menggunakan Algoritma Fuzzy Evolusi. *Unnes Journal of Mathematics*, 3.