



Daftar Pustaka

Mushthofa, A. A. (2021). Informatika untuk SMA Kelas X. KEMENTERIAN PENDIDIKAN, KEBUDAYAAN, RISET, DAN TEKNOLOGI REPUBLIK INDONESIA. , ISBN: 978-602-244-506

Maharani, S. N. (2020). Computational thinking pemecahan masalah di abad ke-21. Wade Group.

Siregar, E. (2022). Riset dan seminar sumber daya manusia. Bandung: Penerbit Widina Media Utama.

Pelajari Lebih Lanjut:

Pencarian (*Searching*)

1. Search Algorithm :https://en.wikipedia.org/wiki/Search_algorithm
2. Binary Search :<https://khanacademy.org/computing/computer-science/algorithms/binary-search>

Pengurutan (*Sorting*)

1. Sorting Algorithm :https://en.wikipedia.org/wiki/Sorting_algorithm
2. Video Bubble Sort : <https://youtu.be/nmhjrI-aW5o>
3. Video Insertion Sort: <https://youtu.be/OGzPmgsI-pQ>
4. Video Selection Sort: <https://youtu.be/xWBP4lzkoyM>

Rekursi

1. Rekursi: <https://en.wikipedia.org/wiki/Recursion>

Graf

1. Graf: [https://en.wikipedia.org/wiki/Graph_\(discrete_mathematics\)](https://en.wikipedia.org/wiki/Graph_(discrete_mathematics))
2. Penelusuran graf: https://en.wikipedia.org/wiki/Graph_traversal