



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

Daftar Pustaka

- Adamss, C. (2011, February 18). *How Software Development Has Changed Human Life*. Retrieved from ezinearticles.com: <http://ezinearticles.com/?How-Software-Development-Has-Changed-Human-Life&id=5952781>
- Buckland, M. (1998). *What is a "digital document"*? Retrieved from people.ischool.berkeley.edu: <http://people.ischool.berkeley.edu/~buckland/digdoc.html>
- Christopher D. Manning, P. R. (2009). *An Introduction to Information Retrieval*. England: Cambridge University Press Cambridge.
- David A.Grossman, O. F. (2004). *Information Retrieval Algorithms and Heuristics Second Edition*. Netherlands: Springer.
- Evans, N. L. (2009). The myth of language universals: Language diversity and its Importance for cognitive science. *Behavioral and Brain Sciences*, 429-292.
- Frakes W, Baeza-Yates. (1992). *Data Structures and Algorithms*. Prentice-Hall.
- Frakes, W. e. (2003). Strength and similiarity of affix removal stemming algorithms. SIGIR FORUM.
- Gary B. Shelly, M. E. (2010). *Microsoft Office 2010 Advanced*. USA: The Selly Crashman Series Team.
- Jeffrey L. Whitten, L. D. (2004). *Systems analysis and design methods*. McGraw-Hill Irwin.
- Koulopoulos, T. M. (1995). *Electronic Document Management Systems*. New York: McGraw-Hill.
- L.Mathiassen, A.-M. P. (2000). *Object-Oriented Analysis & Design*. Marko Publishing House.
- Levitin, A. (2007). *Introduction to The Design and Analysis of Algorithms*. Boston: Pearson Addison Wesley.
- Lous M.Gomez, D. E. (2009). Learning to Use a Text Editor: Some Learner Characteristics That Predict Success. *Human–Computer Interaction Volume 2, Issue 1*, 5.
- Malik, D. (2009). *C++ Programming: Program Design Including Data Structures*. Boston: Course Technology.

- Marilyn Deegan, K. S. (2009). *Text Editing, Print and the digital word*. Farnham: ashgate publishing limited.
- Paul Deitel, H. D. (2010). *C++ How to Program*. New Jersey: Pearson.
- Porter Stemmer Flowchart*. (n.d.). Retrieved from comp.lancs.ac.uk:
<http://www.comp.lancs.ac.uk/>
- Porter, M. (1980). An Algorithm for Suffix Stripping . *Program, vol 14*, 130-137.
- Pressman, R. S. (2010). *Software Engineering A Practitioner's Approach*. New York: McGraw-Hill.
- Rijsbergen, C. V. (n.d.). *Information Retrieval*. Online Book.
- Rosini, L.-G. (1997). *English With an Accent*. USA: Routledge.
- Roy, A. A. (2001). *History Of the Personal Computer: The People and the Technology*. Allan Publishing.
- Sommerville, I. (2007). *Software Engineering (Eighth Edition)*. New York: Pearson Education.
- Tim Bierenz, R. C. (1998). *Portable Document Format Reference Manual*. New York: Addison-Wesley Publishing Company.
- Van Valin, j. R. (2001). Functional Linguistics. *The Handbook of Linguistics*, 319-337.
- Wasserman, A. (2009). The object-oriented structured design notation for software design representation. *Computer (Volume:23 , Issue: 3)*, 50-62.
- Willett, P. (2006). The Porter stemming algorithm: then and now. *Program: electronic library and information systems Vol 40*.