DAFTAR PUSTAKA

Adajania, Y., Gosalia, J., Kanade, A., Mehta, H., & Shekokar, N. (2010). Virtual Keyboard Using Shadow Analysis. *2010 3rd International Conference on Emerging Trends in Engineering and Technology*, 163–165. https://doi.org/10.1109/ICETET.2010.115

Ganesan, P., Sathish, B. S., Vasanth, K., Sivakumar, V. G., Vadivel, M., & Ravi, C. N. (2019). A Comprehensive Review of the Impact of Color Space on Image Segmentation. *2019 5th International Conference on Advanced Computing & Communication Systems (ICACCS)*, 962–967. https://doi.org/10.1109/ICACCS.2019.8728392

Gonzalez, R. C., & Woods, R. E., 2018, *Digital Image Processing Fourth Edition*, Pearson, New York.

Habib, H. A., & Mufti, M. (2006). Real time mono vision gesture based virtual keyboard system. *IEEE Transactions on Consumer Electronics*, *52*(4), 1261–1266. https://doi.org/10.1109/TCE.2006.273143

Hagara, M., Pucik, J., & Kulla, P. (2013). Specification of camera parameters for virtual keyboard. *2013 23rd International Conference Radioelektronika (RADIOELEKTRONIKA)*, 227–231. https://doi.org/10.1109/RadioElek.2013.6530921

Hagara, M., & Pucik, J. (2013). Fingertip detection for virtual keyboard based on camera. *2013 23rd International Conference Radioelektronika (RADIOELEKTRONIKA)*, 356–360. https://doi.org/10.1109/RadioElek.2013.6530945

Hernanto, S., & Suwardi, I. S. (2011). Webcam virtual keyboard. *Proceedings of the 2011 International Conference on Electrical Engineering and Informatics*, 1–5. https://doi.org/10.1109/ICEEI.2011.6021617

Hossin, M. & Sulaiman, M.N., (2015). A review on evaluation metrics for data classification evaluations. International journal of data mining & knowledge management process, 5(2), p.1.

Livada, Č., Proleta, M., Romić, K., & Leventić, H. (2017). Beyond the touch: A web camera based virtual keyboard. *2017 International Symposium ELMAR*, 47–50. https://doi.org/10.23919/ELMAR.2017.8124432

Matsubara, T., Mori, N., Niikura, T., & Tano, S. (2017). Touch detection method for non-display surface using multiple shadows of finger. *2017 IEEE 6th Global Conference on Consumer Electronics (GCCE)*, 1–5. https://doi.org/10.1109/GCCE.2017.8229364

Parks, D. H., & Fels, S. S. (2008). Evaluation of Background Subtraction Algorithms with Post-Processing. *2008 IEEE Fifth International Conference*

on Advanced Video and Signal Based Surveillance, 192–199. https://doi.org/10.1109/AVSS.2008.19

Posner, E., Starzicki, N., & Katz, E. (2012). A single camera based floating virtual keyboard with improved touch detection. *2012 IEEE 27th Convention of Electrical and Electronics Engineers in Israel*, 1–5. https://doi.org/10.1109/EEEI.2012.6377072

Rahman, M. A., Edy Purnama, I. K., & Purnomo, M. H. (2014). Simple method of human skin detection using HSV and YCbCr color spaces. *2014 International Conference on Intelligent Autonomous Agents, Networks and Systems*, 58–61. https://doi.org/10.1109/INAGENTSYS.2014.7005726

Rong, W., Li, Z., Zhang, W., & Sun, L. (2014). An improved Canny edge detection algorithm. *2014 IEEE International Conference on Mechatronics and Automation*, 577–582. https://doi.org/10.1109/ICMA.2014.6885761

Zhang, Y., Yan, W., & Narayanan, A. (2017). A virtual keyboard implementation based on finger recognition. *2017 International Conference on Image and Vision Computing New Zealand (IVCNZ)*, 1–6. https://doi.org/10.1109/IVCNZ.2017.8402452