

## DAFTAR PUSTAKA

- Anonim. n.d. Connection Oriented Transport Protocol (COTP, ISO 8073). <https://wiki.wireshark.org/COTP>. Diakses 22 Oktober 2015.
- Anonim. n.d. Thin Client. [http://en.wikipedia.org/wiki/Thin\\_client](http://en.wikipedia.org/wiki/Thin_client). diakses 30 Agustus 2015.
- Anonim. n.d. Fat Client. [http://en.wikipedia.org/wiki/Fat\\_client](http://en.wikipedia.org/wiki/Fat_client). diakses 30 Agustus 2015
- Anonim. n.d. LTSPedia. <http://wiki.ltsp.org/wiki/LTSPedia>. Diakses 22 Oktober 2015
- Anonim. n.d. X Window System core protocol. [https://en.wikipedia.org/wiki/X\\_Window\\_System\\_core\\_protocol](https://en.wikipedia.org/wiki/X_Window_System_core_protocol). Diakses 01 November 2015
- Anonim. 2005. How to Test the Performance of a Thin Client Terminal. [http://www.axel.com/focus2/test\\_thinclient\\_e.html](http://www.axel.com/focus2/test_thinclient_e.html). Diakses 10 Oktober 2015
- Berryman et. al. 2010. VDBench, A Benchmarking Toolkit for Thin-Client based Virtual Desktop Environment. Washington DC: IEEE Computer Society.
- Jonak, S., n.d. How does Remote Desktop Technology Works?. <http://wiretech.org/about-cloud/18-how-does-remote-desktop-technology-work>. Diakses 21 Oktober 2015.
- Lai, A.M, Nieh, J. 2006. On the Performace of Wide-Area Thin Client Computing. United States: Columbia University.
- Lavender, H. 2014. Running Raspberry Pi as Thin Clients with Ubuntu 14.04 LTS. <http://www.uzerp.com/blog/running-raspberry-pis-as-thin-clients-with-ubuntu-14-04-lts/>. Diakses 15 September 2015.
- Malerba et. al. 1999. 'History-friendly' Models of Industry Evolution: The Computer Industry. Oxford: Oxford University Press.
- Manrique, D. 2001. X Window System Architecture Overview HOWTO. <http://www.tldp.org/HOWTO/XWindow-Overview-HOWTO/index.html>. Diakses 22 Oktober 2015.
- Michael, R & Shimba, F. 2012. A Critical Performace Analysis of Thin Clients Platform. Washington, DC: IEEE Computer Society

- Minasi et. al. 2010. Mastering Windows Server 2008 R2. Indianapolis: Wiley Publishing.
- Nieh et. al. 2000. A Comparison of Thin-Client Computing Architectures. Departement of Computer Science, Columbia University.
- Tanenbaum, A.S & Steen, M.V. 2006. Distributed System: Principles and Paradigm. United States: Pearson Prentice Hall.
- Tolia et. al. 2006. Quantifying Interactive User Experience on Thin Clients. Washington, DC: IEEE Computer Society.
- Upton, E., & Halfacree, G. 2014. Raspberry Pi User Guide. United Kingdom: Wiley.
- Yang et. al. 2001. Measuring Thin-Client Performance Using Slow-Motion Benchmarking. In *Proceedings of the 2001 USENIX Annual Technical Conference*. Boston.