

DAFTAR PUSTAKA

- Askar Dipa Perwira, M., Ayu Dusea Widya Dara, M., & Sahertian, J. (2021). Mobile E-Learning Untuk Pembelajaran Jarak Jauh Mata Pelajaran Bahasa Inggris Tingkat Sekolah Dasar Kelas 5. *Prosiding SEMNAS INOTEK (Seminar Nasional Inovasi Teknologi)*, 5(1), 281–286.
<https://doi.org/https://doi.org/10.29407/inotek.v5i1.968>
- Assril Karim, A. (2023). Implementasi Algoritma Fisher-Yates Pada Aplikasi Simulasi CAT PPPK Guru. *Prosiding SEMNAS INOTEK (Seminar Nasional Inovasi Teknologi)*, 7(3), 971–978.
- Clark, R. C., & Mayer, R. E. (2023). *E-learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning*. john Wiley & sons. <https://doi.org/10.1002/9781119239086>
- Hartatik, H., Gaffara, G. R., Nasution, H. A., Ardiansyah, A., Arsana, I. N. A., Jannah, U. M., & Iwan Adhicandra, S. T. (2023). *PENGENALAN PEMROGRAMAN DASAR DUNIA KODING*. PT. Sonpedia Publishing Indonesia.
- Jalolov, T. S. (2023). TEACHING THE BASICS OF PYTHON PROGRAMMING. *International Multidisciplinary Journal for Research & Development*, 10(11).
- Kurniawan, I., & Sauda, S. (2021). Implementasi Algoritma Fisher Yates Shuffle pada Aplikasi Belajar Huruf Hijaiyah. *Journal of Information Technology Ampera*, 2(3), 139–149.
<https://doi.org/10.51519/jurnalita.volume2.issu3.year2021.page139-149>
- Kurniawan, R. D., Usman, T., & Wisnugraha, W. S. (2023). APLIKASI GAME SMART QUIZ TENTANG AKSARA JAWA BERBASIS ANDROID MENGGUNAKAN ALGORITMA FISHER YATES SHUFFLE. *Seminar Nasional Teknologi & Sains*, 2(1), 353–362.
<https://doi.org/https://doi.org/10.29407/stains.v2i1.2866>
- Prameswari, D. P., Bagus Seetiawan, A., & Farida, I. N. (2022). GAME EDUKASI PENGENALAN HURUF MENGGUNAKAN METODE FISHER-YATES SHUFFLE. *Prosiding SEMNAS INOTEK (Seminar Nasional Inovasi Teknologi)*, 6(2), 033–038.
<https://doi.org/https://doi.org/10.29407/inotek.v6i2.2556>

- Rahman, S., Sembiring, A., Siregar, D., Prahmana, I. G., Puspadi, R., & Zen, M. (2023). Python: Dasar dan Pemrograman Berorientasi Objek. *Penerbit Tahta Media*.
- Saokani, U., Irfan, M., Maylawati, D. S., Abidin, R. J., & Taufik, I. (2023). Comparison of the Fisher-Yates Shuffle and the Linear Congruent Algorithm for Randomizing Questions in Nahwu Learning Multimedia. *Khazanah Journal of Religion and Technology*, 1(1), 10–14. <https://doi.org/10.15575/kjrt.v1i1.159>
- Thariq, A., & Pattimura, A. (2024). Penerapan Metode Fisher Yates Shuffle Pada Game Edukasi Pendidikan Agama Islam. *Bulletin of Computer Science Research*, 4(3), 290–297. <https://doi.org/10.47065/bulletincsr.v4i3.344>