

**IMPLEMENTASI METODE SCRUM DALAM
PENGEMBANGAN APLIKASI CLEIN BERBASIS
MOBILE DAN TEMPAT SAMPAH PINTAR
BERBASIS INTERNET OF THINGS DI DESA
BOJONGSOANG**

***IMPLEMENTATION OF SCRUM METHODOLOGY
IN THE DEVELOPMENT OF MOBILE-BASED
APPLICATION CLEIN AND SMART WASTE BINS
BASED ON THE INTERNET OF THINGS IN
BOJONGSOANG VILLAGE***

PROYEK AKHIR

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