

## DAFTAR PUSTAKA

- Bucanek, J. (2006). *Beginning Xcode*. Indianapolis, Indiana: Wiley Publishing, Inc.
- Allan, A. (2010). *Learning iPhone Programming*. Sebastopol, CA: O'Reilly Media, Inc.
- The World Factbook - Central Intelligence Agency*. (n.d.). Retrieved from The World Factbook - Central Intelligence Agency:  
<https://www.cia.gov/library/publications/the-world-factbook/geos/id.html>
- Haviluddin. (2011). Memahami Penggunaan UML (Unified Modelling Language).
- Hevner, A., & Chatterjee, S. (2010). *Design Research in Information System : Theory and Practice*. New York: Springer.
- The World Factbook*. (2016). Retrieved from Central Intelligence Agency:  
<https://www.cia.gov/library/publications/the-world-factbook/>
- comScore, Inc. (2016). Retrieved from comScore, Inc:  
<https://www.comscore.com/>
- International Telecommunication Union*. (2012, November). Retrieved from International Telecommunication Union: <http://www.itu.int/>
- eMarketer. (2016). Retrieved from <https://www.emarketer.com/>
- Witabora, J. (2014, September). *Peluang Mobile Application Sebagai Salah Satu Penggerak Ekonomi Kreatif Indonesia*. Retrieved from DKV Binus: <http://dkv.binus.ac.id/2014/09/01/peluang-mobile-application-sebagai-salah-satu-penggerak-ekonomi-kreatif-indonesia/>
- Clover, J. (2014, November). Retrieved from Consumer Intelligence Research Partners: <https://www.cirpllc.com/>
- Abdullah, I. A. (2009). Manajemen Konferensi dan Event. Yogyakarta: Gadjah Mada University Press.
- Krisnanda, M. (2014). Implementasi Metodologi SCRUM dalam Pembangan Situs Harga Komoditas.
- J, S. (2004). Sams Teach Yourself UML in 24 Hours, Third Edition.
- Mahnic, V., & Drnovsek, S. (2005). Agile Software Project Management with Scrum. *Agile Software Project Management with Scrum*.
- cprime. (2005). (cprime) Retrieved from <https://www.cprime.com/resources/what-is-agile-what-is-scrum/>
- Natoradjo, S. (2011). Event Organizing: Dasar-dasar Event Management.
- Association, M. m. (2008). *Mobile Applications*.
- Sinicki, A. (2016). *Developing for Android vs developing for iOS – in 5 rounds*. Retrieved from Android Authority:  
<http://www.androidauthority.com/developing-for-android-vs-ios-697304/>
- breatheHR Developer Central. (2016). *Introduction to API*. Retrieved from <http://developer.breathehr.com/>
- Apple Inc. (2017). *The Swift Programming Language (Swift 3.1)*.
- Fielding, R. T. (2000). Architectural Styles and the Design of Network-based Software Architectures.
- (2011).