Daftar Pustaka

Asril, S. (2014). *Anies Baswedan, Dunia Pendidikan, dan Wikipedia.* Kompas.com.

Institute, M. (n.d.). Retrieved from Apa itu Software Engineering?: https://medium.com/@makersinstitute/apa-itu-software-engineering-8d0a9e5bea71

Hana, M. (2018, April 28). Stress Testing is a Must.

(n.d.). (Tecnopedia) Retrieved from software-engineering: https://www.techopedia.com/definition/13296/software-engineering

(n.d.). *SDLC - Iterative Incremental Model.* Tutorials Point.

Abdullah Umar, A. H. (2018). BUSINESS MODEL CANVAS AS A SOLUTION FOR COMPETING STRATEGY OF SMALL BUSINESS IN INDONESIA. *22*(1).

Al-Fedaghi, S. (2011, April). Developing Web Appliacation. *V*(2).

Amanda, T. P. (2018). *Ada apa dengan pendidikan ? .* Suara.com, Jakarta.

Aminudin. (2015, April). Cara Efektif Belajar Framework Laravel . (L. Hakim, Ed.)

Andrzej Tokarski, M. T. (2007, December 8). THE POSSIBILITY OF USING THE BUSINESS MODEL CANVAS IN THE ESTABLISHMENT OF AN OPERATOR' S BUSINESS PLAN.

D.Leedy, P., & Ormrod, J. E. (n.d.). *Practical research: planning and design .* (L. Carlson, Ed.) Boston, United States Of America: Kevin M. Davis.

Damanik, C. (2012). *Ramai-ramai Les Pelajaran.* Kompas.

Lazaris, L. (2011). Retrieved from An Introduction To Object Oriented CSS (OOCSS): https://www.smashingmagazine.com/2011/12/an-introduction-to-object-oriented-css-oocss/

Mesbah, A. (2011, May). Automated Cross-Browser Compatibility Testing.

Muhammad Mursid Naufal, U. S. (n.d.). Aplikasi Pencarian Guru Privat Terdekat Menggunakan Metode Haversine Formula.

Ningrum, I. D. (n.d.). PENGARUH PEMBELAJARAN TUGAS KELOMPOK BERDASARKAN SURVEI LAPANGAN (OUTDOOR STUDY) TERHADAP KEMAMPUAN MENULIS KARYA ILMIAH DAN HASIL BELAJAR GEOGRAFI MATERI PERMASALAHAN KEPENDUDUKAN DAN PENANGGULANGANNYA.

Pola Pembiayaan Usaha Kecil (PPUK) KOMODITAS JASA BIMBINGAN BELAJAR. (2010). Jakarta, Jakarta.

Purwanto, D. Y. (2016, September 26). Benchmark Menggunakan Apache Bench.

R.Hevner, A. (2004, March). DESIGN SCIENCE IN INFORMATION SYSTEMS RESEARCH. *28*.

R.Hevner, A. (2007). A Three Cycle View of Design Science Research. *19*.

rahman, K. a. (2012). Disposisi Guru Berkesan: Personaliti dan Kemahiran Komunikasi.

Sass. (2018). Retrieved from Preprocessing: https://sass-lang.com/documentation/file.SASS_REFERENCE.html

Shalih, I. (2018, Mar 8). Menggunakan Figma untuk Membuat Mock-up Sikatan.

Snook, J. (2012). *Scalable and Modular Architecture for CSS*. Retrieved from http://smacss.com

Stainer, J. (2018, October). *What does beta really mean?* Retrieved from medium.com: https://medium.com/swlh/what-does-beta-really-mean-a8accc5e2354

Technopedia. (2019, July 29). *Iterative and Incremental Development*. Retrieved from tehcnopedia.com: https://www.techopedia.com/definition/25895/iterative-and-incremental-development

Tsantalis, D. M. (n.d.). Retrieved from An Empirical Study on the Use of CSS Preprocessors: https://www.computer.org/csdl/proceedings/saner/2016/1855/01/1855a168-abs.html

Václav T. Rajlich, K. H. (2000, July). A Staged Model for the Software Life Cycle.

Wardatul Jannah, I. F. (n.d.). RANCANG BANGUN SISTEM INFORMASI BIMBINGAN BELAJAR BERBASIS WEB (STUDI KASUS: LEMBAGA BIMBINGAN BELAJAR TADICA).

Wardiana, W. (n.d.). Perkembangan Teknologi Informasi di Indonesia .

Yvonne Crotty, T. K. (2017, December 1). Using the Business Model Canvas (BMC) strategy tool to support the Play4Guidance online entrepreneurial game.