

DAFTAR PUSTAKA

- Asosiasi Penyedia Jasa Internet Indonesia. (2017). Hasil Survei Penetrasi dan Perilaku Pengguna Internet Indonesia.
- Bass, L., Clements, P., & Kazman, R. (2012). *Software Architecture in Practice, Third Edition*. Addison-Wesley Professional.
- Butler, M. (2011). Android: Changing the Mobile Landscape. *IEEE Pervasive Computing*, 10(1), 4-7.
- Cervone, H. F. (2011). Understanding agile project management methods using Scrum. *OCLC Systems & Services: International digital library perspectives*, 18-22.
- Dingsøyr, T., Nerur, S., Balijepally, V., & Moe, N. B. (2012). A decade of agile methodologies: Towards explaining agile software development. *Journal of Systems and Software*, 1213-1221.
- Ducrohet, X., Norbye, T., & Chou, K. (2013, Mei 15). *Android Studio: An IDE built for Android*. Diambil kembali dari Android Developer Blog: <https://android-developers.googleblog.com/2013/05/android-studio-ide-built-for-android.html>
- Fowler, M. (2003). *UML Distilled: A Brief Guide to the Standard Object Modeling Language, Third Edition*. Addison-Wesley Professional.
- Fowler, M. (2006, Juli 18). *GUI Architectures*. Diambil kembali dari MartinFowler.com: <https://martinfowler.com/eaaDev/uiArchs.html>
- Google LLC. (2019). *Codenames, Tags, and Build Numbers*. Diambil kembali dari Android Source: <https://source.android.com/setup/start/build-numbers>
- Gossman, J. (2005, Oktober 8). *Introduction to Model/View/ViewModel pattern for building WPF apps*. Diambil kembali dari Microsoft Developer Network: <https://blogs.msdn.microsoft.com/johngossman/2005/10/08/introduction-to-modelviewviewmodel-pattern-for-building-wpf-apps/>
- Hevner, A. R., March, S. T., Park, J., & Ram, S. (2004). Design Science in Information Systems Research. *MIS Quarterly*, 75-105.
- Kemp, S. (2017, Januari 24). *Digital in 2017: Global Overview*. Diambil kembali dari WeAreSocial: <https://wearesocial.com/special-reports/digital-in-2017-global-overview>

- Lou, T. (2016, October 31). A Comparison of Android Native App Architecture – MVC, MVP and MVVM.
- Manifesto for Agile Software Development*. (t.thn.). Diambil kembali dari AgileManifesto.org: <https://agilemanifesto.org/>
- Masi, E., Cantone, G., Mastrofini, M., Calavaro, G., & Subiaco, P. (2012). Mobile Apps Development: A Framework for Technology Decision Making. *MobiCASE 2012: Mobile Computing, Applications, and Services* (hal. 64-79). Springer.
- Medvidovic, N., & Taylor, R. N. (2010). Software architecture: foundations, theory, and practice. *2010 ACM/IEEE 32nd International Conference on Software Engineering*. Cape Town: IEEE.
- Mustaqbal, M. S., Firdaus, R. F., & Rahmadi, H. (2016). PENGUJIAN APLIKASI MENGGUNAKAN BLACK BOX TESTING BOUNDARY VALUE ANALYSIS (STUDI KASUS : APLIKASI PREDIKSI KELULUSAN SMNPTN). *Jurnal Ilmiah Teknologi Terapan*, 31-36.
- Potel, M. (1996). MVP: Model-View-Presenter The Taligent Programming Model for C++ and Java. Taligent, Inc.
- Rubin, K. S. (2012). *Essential Scrum: A Practical Guide to the Most Popular Agile Process*. Addison-Wesley Professional.
- Schmidt, C. (2016). *Agile Software Development Teams*. Springer.
- Sommerville, I. (2010). *Software Engineering, 9th Edition*. Addison-Wesley.