

DAFTAR PUSTAKA

- [1] M. Zulfahmi and N. Anbarsanti, "Rancang Bangun Sistem Aplikasi E-Ticketing Pertandingan Sepakbola TIMNAS Indonesia Berbasis Android Jurnal Teknologi Elektro , Universitas Mercu Buana ISSN : 2086 æ 9479," *J. Teknol. Elektro , Univ. Mercu Buana ISSN 2086-9479*, vol. 9, no. 3, pp. 3–8, 2018.
- [2] R. S. Anwar, "Rancang Bangun Aplikasi File Materi Perkuliahian Di Akademi Telkom Jakarta Berbasis Android Menggunakan Android Studio," *eJurnal "Mahasiswa" Inform. dan Telekomun.*, vol. 1, no. 1, pp. 1–5, 2019.
- [3] D. Rosadi and M. Yusuf, "Akademi Telkom Jakarta Berbasis Android Menggunakan Android Studio," p. 6, 2020.
- [4] J. Tudela, M. Martínez, R. Valdivia, J. Romo, M. Portillo, and R. Rangel, "Enhanced Reader.pdf," *Nature*, vol. 388. pp. 539–547, 2010.
- [5] "JSON." <http://www.json.org/json-id.html> (accessed Sep. 22, 2022).
- [6] Y. Andramawan, K. Ummi, and A. Saleh, "Rancang Bangun Aplikasi Pemesanan Jasa Perbaikan Komputer, Laptop, dan Smartphone Berbasis Android," *It (Informatic Tech. J.*, vol. 6, no. 1, p. 25, 2018, doi: 10.22303/it.6.1.2018.25-35.
- [7] "Notepad++." <https://www.notepad-plus-plus.org/> (accessed Sep. 22, 2022).
- [8] R. Nurtanto, "Rancang Bangun Sistem Informasi Akademik Berbasis Android," *Ranc. Bangun Sist. Inf. Akad. Berbas. Android*, pp. 2–7, 2018.
- [9] "Panduan Praktis Membuat Aplikasi ANDROID Dengan Android Studio (Kotlin) - Hardiansah, M.Kom, Sigit Suryono, M.Kom - Google Books." https://books.google.co.id/books?id=Wh_xDwAAQBAJ&newbks=0&printsec=frontcover&source=gbs_ge_summary_r&cad=0#v=onepage&q&f=false (accessed Sep. 01, 2022).