

DAFTAR PUSTAKA

- [1] A. Syaputra, “PELATIHAN MAINTENANCE KOMPUTER PADA HIMPUNAN MAHASISWA TEKNIK INFORMATIKA KOTA PAGAR ALAM,” *Pengabdian Kepada Masyarakat*, vol. 03, pp. 75–81, 2020.
- [2] “Analisis Profil dan Karakteristik Pengguna Media Sosial di.”
- [3] A. Furqon, D. Hermansyah, R. Sari, A. Sukma, Y. Akbar, and N. Aini Rakhamawati, “ANALISIS SOSIAL MEDIA PEMERINTAH DAERAH DI INDONESIA BERDASARKAN RESPON WARGANET ANALYSIS OF LOCAL GOVERNMENT SOCIAL MEDIA IN INDONESIA BASED ON NETIZEN RESPONSE.”
- [4] V. Harianto, P. Tjandra, and N. Setiyawati, “PERANCANGAN APLIKASI E-VOTING BERBASIS ANDROID DENGAN TEKNOLOGI FIREBASE (STUDI KASUS : PEMILIHAN KETUA HMP FTI UKSW).” [Online]. Available: <http://www.jurnal.umk.ac.id/sitech>
- [5] N. Jatana, S. Puri, M. Ahuja, I. Kathuria, and D. Gosain, “A Survey and Comparison of Relational and Non-Relational Database.” [Online]. Available: www.ijert.org
- [6] V. Harianto, P. Tjandra, and N. Setiyawati, “PERANCANGAN APLIKASI E-VOTING BERBASIS ANDROID DENGAN TEKNOLOGI FIREBASE (STUDI KASUS : PEMILIHAN KETUA HMP FTI UKSW).” [Online]. Available: <http://www.jurnal.umk.ac.id/sitech>
- [7] I. Mohidin, S. Suleman, and A. Asep, “Rancang Bangun Aplikasi Tracer Study Alumni Kampus Politeknik Gorontalo Berbasis Mobile,” *JTII*, vol. 4, no. 1, 2019.
- [8] D. Haryuda Putra, M. Asfi, and R. Fahrudin, “PERANCANGAN UI/UX MENGGUNAKAN METODE DESIGN THINKING BERBASIS WEB PADA LAPORTEA COMPANY,” 2021.
- [9] M. Agus Muhyidin, M. A. Sulhan, and A. Sevtiana, “PERANCANGAN UI/UX APLIKASI MY CIC LAYANAN INFORMASI AKADEMIK MAHASISWA MENGGUNAKAN APLIKASI FIGMA,” 2020. [Online]. Available: <https://my.cic.ac.id/>.
- [10] J. Karman, At. Martadinata, S. Musirawas Lubuklinggau, and J. H. Jend Besar Soeharto Kel Lubuk Kupang Kec Lubuklinggau Selatan I Kota Lubuklinggau Sumatera Selatan Telp, “SISTEM INFORMASI GEOGRAFIS LOKASI PEMETAAN MASJID BERBASIS ANDROID PADA KOTA LUBUKLINGGAU.”
- [11] H. Sulaeman and A. Fira Waluyo, “KLICK: Kajian Ilmiah Informatika dan Komputer Perancangan Aplikasi Manajemen Keuangan Berbasis Mobile Menggunakan React Native Untuk Meningkatkan Literasi Keuangan Individu,” *Media Online*), vol. 4, no. 2, pp. 1021–1031, 2023, doi: 10.30865/kllick.v4i2.1259.
- [12] E. Çetin and S. Özdemir, “A Study on an Educational Website’s Usability,” *Procedia Soc Behav Sci*, vol. 83, pp. 683–688, Jul. 2013, doi: 10.1016/j.sbspro.2013.06.129.

- [13] A. Sabbrina, A. oktavia sufa, D. putra ritonga, and E. Rahma sari siregar, "Pengenalan Konsep Dasar Dan Penggunaan Database Manajemen Sistem (Dbms)," *Jurnal Jurnal Sains Dan Teknologi (JSIT)*, vol. 3, no. 3.
- [14] P. Banerjee, B. Kumar, A. Singh, R. Kumar, and R. Kumar, "Comparative performance analysis of optimized round robin scheduling(ORR) using dynamic time quantum with round robin scheduling using static time quantum in Real Time System," *International Journal of Engineering and Computer Science*, vol. 8, no. 12, pp. 24890–24893, Dec. 2019, doi: 10.18535/ijecs/v8i12.4399.
- [15] K. Duisebekova, in Physics, A. Professor, R. Khabirov, master student, and A. Zholtzhan, "DJANGO AS SECURE WEB-FRAMEWORK IN PRACTICE," *The Bulletin of KazATC Вестник КазАТК*, vol. 1, no. 116, pp. 275–281, 2021, doi: 10.52167/1609-1817-2020-116-1-275-281.
- [16] M. Christie *et al.*, "An extensible Django-based web portal for Apache Airavata," in *ACM International Conference Proceeding Series*, Association for Computing Machinery, Jul. 2020, pp. 160–167. doi: 10.1145/3311790.3396650.
- [17] P. P. Arhandi, "PENGEMBANGAN SISTEM INFORMASI PERIJINAN TENAGA KESEHATAN DENGAN MENGGUNAKAN METODE BACK END DAN FRONT END."
- [18] G. Surya Chandra, S. Tjandra, "Pengembangan Aplikasi Inventori dan Pengaturan Pengiriman Barang dengan Flutter dan Electron," *Jurnal Sistem Informasi, Grafik, dan Teknologi*, vol. 79, no. 1, pp. 77-81, 2020.
- [19] Sari Noorlima Yanti, Erni Rihyanti. (2021). Rancang Bangun Rest API Aplikasi WeShare Sebagai Upaya Mempermudah Pelayanan Donasi Kemanusiaan. *Jurnal Informatika Teknologi dan Sains*, 4(1), 8-14. DOI: 10.51401/10.13140/2.1.1589.0563.
- [20] T. Menora, C. H. Primasari, Y. P. Wibisono, T. A. P. Sidhi, D. B. Setyohadi, and M. Cininta, "Implementasi Pengujian Alpha dan Beta Testing pada Aplikasi Gamelan Virtual Reality," 2023.
- [21] A. Verma, A. Khatana, and S. Chaudhary, "A Comparative Study of Black Box Testing and White Box Testing," *International Journal of Computer Sciences and Engineering*, vol. 5, no. 12, pp. 301–304, Dec. 2017, doi: 10.26438/ijcse/v5i12.301304.
- [22] V. Hosal, Husni Angriani, and Ahyar Muawwal, "IMPLEMENTASI SOFTWARE TESTING DALAM QUALITY ASSURANCE PADA LEARNING MANAGEMENT SYSTEM WEBSITE CLASSES," *KHARISMA Tech*, vol. 16, no. 2, pp. 156–168, Oct. 2021, doi: 10.55645/kharismatech.v16i2.138.
- [23] A. Verma, A. Khatana, and S. Chaudhary, "A Comparative Study of Black Box Testing and White Box Testing," *International Journal of Computer Sciences and Engineering*, vol. 5, no. 12, pp. 301–304, Dec. 2017, doi: 10.26438/ijcse/v5i12.301304.