

## DAFTAR PUSTAKA

- Akhtar, A., Bakhtawar, B., & Akhtar, S. (2022). *Extreme Programming Vs Scrum: A Comparison Of Agile Models. International Journal Of Technology, Innovation And Management (Ijtim)*, 2(2), 80–96. <https://doi.org/10.54489/ijtim.v2i2.77>
- Aji, R. W., & Darusalam, U. (2022). Penerapan Metode First Come First Served Pada Sistem Informasi Layanan Reservasi Futsal Berbasis Website. *Jurnal Media Informatika Budidarma*, 6(1). <https://doi.org/10.30865/mib.v6i1.3519>
- Arif, E., & Paulina Soko, I. (2022). The Evaluation Of Web-Based And Android Face-To-Face Tutorial Applications Quality Using The *User Acceptance Testing (Uat) Method. Journal Of World Science*, 1(8), 590–595. <https://doi.org/10.36418/jws.v1i8.76>
- Bintang Marco Paquita, N. (2019). Praktik Diplomasi Publik Jepang Melalui World Cosplay Summit Jepang. In *Universitas Katolik Parahyangan.ss*
- Chemuturi, M. (2013a). Requirements Engineering And Management For Software Development Projects. In *Requirements Engineering And Management For Software Development Projects*. Springer New York. <https://doi.org/10.1007/978-1-4614-5377-2>
- Chemuturi, M. (2013b). Requirements Engineering And Management For Software Development Projects. In *Requirements Engineering And Management For Software Development Projects*. <https://doi.org/10.1007/978-1-4614-5377-2>
- Destiningrum, M., & Adrian, Q. J. (2017). Sistem Informasi Penjadwalan Dokter Berbassis Web Dengan Menggunakan *Framework Codeigniter (Studi Kasus: Rumah Sakit Yukum Medical Centre)*. *Jurnal Teknoinfo*, 11(2). <https://doi.org/10.33365/jti.v11i2.24>
- Elis, E., & Voutama, A. (2023). Pemanfaatan Uml (Unified Modeling Language) Dalam Perencanaan Sistem Penyewaan Baju Adat Berbasis Website. *INFORMATIKA*, 14(2). <https://doi.org/10.36723/juri.v14i2.445>

Garbajosa, J., Wang, X., & Aguiar, A. (Eds.). (2018). *Agile Processes In Software Engineering And Extreme Programming* (Vol. 314). Springer International Publishing. <https://doi.org/10.1007/978-3-319-91602-6>

Gurung, G., Shah, R., & Jaiswal, D. P. (2020). Software Development Life Cycle Models-A Comparative Study. *International Journal Of Scientific Research In Computer Science, Engineering And Information Technology*, March 2021, 30–37. <https://doi.org/10.32628/cseit206410>

Hafni, R., & Rozali, A. (2017). *Analisis Usaha Mikro, Kecil, Dan Menengah (Umkh) Terhadap Penyerapan Tenaga Kerja Di Indonesia*.

Hendri, H., Hasiholan Manurung, J. W., Ferian, R. A., Hanaatmoko, W. F., & Yulianti, Y. (2020). Pengujian Black Box Pada Aplikasi Sistem Informasi Pengelolaan Masjid Menggunakan Teknik Equivalence Partitions. *Jurnal Teknologi Sistem Informasi Dan Aplikasi*, 3(2), 107. <https://doi.org/10.32493/jtsi.v3i2.4694>

<https://www.merdeka.com/sumut/pengertian-website-fungsi-besertajenis-jenisnya-kln.html>. Diakses Pada 15 November 2023

Ieee. (2017). *1012-2016 - Ieee Standard For System, Software, And Hardware Verification And Validation*. Ieee.

Kharisma, R. S., & Pamungkas, B. Y. (2020). Sistem Informasi Rental Kamera Berbasis Website (Studi Kasus : Iframe Rental). *Sistemasi*, 9(2). <https://doi.org/10.32520/stmsi.v9i2.793>

Jamira, A., Febriani, Y., & Amali, M. (2021, June). Business Model Canvas (Bmc): Sebuah Pendekatan Dalam Mendorong Mindset Kewirausahaan. In *Prosiding Seminar Nasional Ekonomi Dan Bisnis* (Pp. 205-214).

Lisna, A. (2016). *Extreme Programming - Software Engineering - Rekayasa Perangkat Lunak*. *Lin*, 5(3).

Lutfia, R., & Waryanto, N. H. (2017). Aplikasi Pembagian Harta Waris Berbasis Android Dengan Metode Forward Chaining.

- Mardatila, A. (2021, Januari 21). Mengenal Pengertian Website, Ketahui Jenis Dan Fungsinya. Diambil Dari <https://www.merdeka.com/>:
- Khan, M. E. (2011). *D Ifferent A Pproaches T O B Lack B Ox*. 2(4), 31–40.
- Nugraha, T. (2014). Tutorial Dasar Laravel. *Online*. Available: [https://www.academia.edu/13433223/tutorial\\_dasar\\_framework\\_laravel/](https://www.academia.edu/13433223/tutorial_dasar_framework_laravel/).
- Nur Cholifah, W., & Melati Sagita, S. (2018). Pengujian Black Box *Testing* Pada Aplikasi Action & Strategy Berbasis Android Dengan Teknologi Phonegap. In *Jurnal String* (Vol. 3, Issue 2).
- Pressman, R. S. (2009). Software Engineering A Practitioner’s Approach 7th Ed - Roger S. Pressman. In *Software Engineering A Practitioner’s Approach 7th Ed - Roger S. Pressman*. <https://doi.org/10.1017/cbo9781107415324.004>
- Oswaldo Silitonga, & Novrini Hasti. (2020). Sistem Informasi Rental Mobil Berbasis Website. *Jurnal Teknologika*, 10(2). <https://doi.org/10.51132/teknologika.v10i2.93>
- Pranatawijaya, V. H., & Yulianto, H. (2022). Penerapan Api (Application Programming Interface) Midtrans Sebagai Payment Gateway Pada Indekos Berbasis Website. *Journal Of Information Technology And Computer Science*, 2(4). <https://doi.org/10.47111/jointecom.v2i4.8877>
- Priyaungga, B. A., Aji, D. B., Syahroni, M., Aji, N. T. S., & Saifudin, A. (2020). Pengujian Black Box Pada Aplikasi Perpustakaan Menggunakan Teknik Equivalence Partitions. *Jurnal Teknologi Sistem Informasi Dan Aplikasi*, 3(3), 150. <https://doi.org/10.32493/jtsi.v3i3.5343>
- Pushkareva, T. V., & Agaltsova, D. V. (2021). Cosplay Phenomenon: Archaic Forms And Updated Meanings. *Rupkatha Journal On Interdisciplinary Studies In Humanities*, 13(3). <https://doi.org/10.21659/rupkatha.v13n3.26>
- Riyan Nugraha, Rudi Nurwanto, & Erwantoro. (2022). Implementasi Aplikasi Berbasis Website Rental Kendaraan Berbasis Php & Mysql. *Elkom : Jurnal Elektronika Dan Komputer*, 15(2). <https://doi.org/10.51903/elkom.v15i2.857>

- Rosliani, E. R., Fahmidin, C., & Nurul, I. (2022). Sistem Informasi Pembayaran Rumah Kost Berbasis Website Pada Elin Kost Garut. *Internal (Information System Journal)*, 5(1). <https://doi.org/10.32627/internal.v5i1.529>
- Saputra, I. I., & Darusalam, U. (2022). Implementasi Metode First Come First Served Dalam Sistem Informasi Rental Mobil. *Jurnal Media Informatika Budidarma*, 6(1). <https://doi.org/10.30865/mib.v6i1.3537>
- Stauffer, M. (2019). Laravel: Up And Running A *Framework* For Building Modern Php Apps. In *O'reilly Media, Inc.*
- Suryani, S. (2018). Analisis Pengembangan Usaha Mikro Kecil Dan Menengah (Umkh) Di Kabupaten Bengkalis-Riau. *Jurnal Ekonomi Kiat*, 29(1), 1-10.
- Timothy, E., & Hidayat, Z. (2020). Cosplay In Indonesia: It's Not Just Cosplay, It'sa Business Opportunity. *International Journal Of Innovative Science And Research Technology*, 5(10), 695-699.
- Venus, A. (2017). Budaya Populer Jepang Di Indonesia: Catatan Studi Fenomenologis Tentang Konsep Diri Anggota Cosplay Party Bandung. *Jurnal Aspikom*, 1(1). <https://doi.org/10.24329/aspikom.v1i1.9>.
- Verma, A., Khatana, A., & Chaudhary, S. (2017a). A Comparative Study Of Black Box Testing And White Box Testing. *Article In International Journal Of Computer Sciences And Engineering*. <https://doi.org/10.26438/ijcse/v5i12.301304>
- Wahyudi, I., & Alameka, F. (2023). Analisis Blackbox Testing Dan User Acceptance Testing Terhadap Sistem Informasi Solusimedsosku. *Jurnal Teknosains Kodepena* /, 04, 1-9.
- Winge, T. (2006). Costuming The Imagination: Origins Of *Anime* And Manga Cosplay. *Mechademia*, 1(1). <https://doi.org/10.1353/mec.0.0084>

Yang, Y. (2022). The Art Worlds Of Gender Performance: Cosplay, Embodiment, And The Collective Accomplishment Of Gender. *Journal Of Chinese Sociology*, 9(1). <https://doi.org/10.1186/s40711-022-00168-z>

Nagara, K. F., Razi, A. A., & Hidayat, D. (2023). Perancangan Website Qtakasi Sebagai Penyedia Baju Cosplay. *Eproceedings Of Art & Design*, 10(6).