

DAFTAR PUSTAKA

- [1] M. I. Syahib, “RANCANG BANGUN APLIKASI MOBILE BERBASIS ANDROID UNTUK MANAJEMEN PERSEDIAAN BARANG DAN KASIR,” *Jurnal Informatika Teknologi dan Sains (Jinteks)*, vol. 6, no. 1, pp. 1–7, 2024.
- [2] R. Haerani and P. Desianasari, “The Design Of A Stock Taking Inventory Application Based On Android,” *JURTEKSI (Jurnal Teknologi dan Sistem Informasi)*, vol. 8, no. 3, pp. 313–320, 2022.
- [3] W. A. Pratama and Z. Sitorus, “Rancang Bangun Pendataan Stok Barang Operasional Dengan Metode Iconix Process Di HRP Foto Copy Berbasis Web,” *Bulletin of Information Technology (BIT)*, vol. 4, no. 1, pp. 105–111, 2023.
- [4] R. S. Pressman, *Software Engineering: A Practitioner’s Approach*, 7th ed. New York: McGraw-Hill Higher Education, 2010.
- [5] A. A. Wahid, “Analisis metode waterfall untuk pengembangan sistem informasi,” *J. Ilmu-ilmu Inform. dan Manaj. STMIK*, no. November, vol. 1, no. 1, pp. 1–5, 2020.
- [6] Flutter, “FAQ - Flutter Documentation,” flutter.dev. Accessed: Oct. 21, 2024. [Online]. Available: <https://docs.flutter.dev/resources/faq#what-is-flutter>
- [7] M. L. Napoli, *Beginning Flutter: A Hands On Guide to App Development*. Wiley, 2019. [Online]. Available: <https://books.google.co.id/books?id=extDwAAQBAJ>
- [8] E. Listiyan and E. R. Subhiyakto, “Rancang Bangun Sistem Inventory Gudang Menggunakan Metode Waterfall Studi Kasus Di Cv. Aqualux Duspha Abadi Kudus Jawa Tengah,” *KONSTELASI: Konvergensi Teknologi dan Sistem Informasi*, vol. 1, no. 1, pp. 74–82, 2021.
- [9] M. Alda, “Pemanfaatan barcode scanner pada aplikasi manajemen inventory barang berbasis android,” *Jurnal Sisfokom (Sistem Informasi dan Komputer)*, vol. 10, no. 3, pp. 368–375, 2021.
- [10] M. T. A. Zaen, Y. Yuliadi, N. D. Sofya, and H. M. R. Al Faruq, “Rancang Bangun Aplikasi Inventory Barang Pada Tempat Food and Drink Berbasis Android,” *JURIKOM (Jurnal Riset Komputer)*, vol. 8, no. 3, pp. 99–107, 2021.
- [11] S. Sinha, *Quick Start Guide to Dart Programming: Create High-Performance Applications for the Web and Mobile*. Apress, 2019. [Online]. Available: <https://books.google.co.id/books?id=6RfBDwAAQBAJ>

- [12] D. Mitchell, S. Akopkokhyants, and I. Balbaert, *Dart: Scalable Application Development*. Packt Publishing, 2017. [Online]. Available: <https://books.google.co.id/books?id=IHg5DwAAQBAJ>
- [13] C. Buckett, *Dart in Action*. Manning, 2013. [Online]. Available: <https://books.google.co.id/books?id=FTozEAAAQBAJ>
- [14] E. Windmill, *Flutter in Action*. Manning, 2020. [Online]. Available: <https://books.google.co.id/books?id=EzgzEAAAQBAJ>
- [15] D. Rosenberg and M. Stephens, *Use Case Driven Object Modeling with UML: Theory and Practice*. New York: Springer, 2007.
- [16] A. Speight, *Visual Studio Code for Python Programmers*. Wiley, 2021. [Online]. Available: <https://books.google.co.id/books?id=DdgxEAAAQBAJ>
- [17] A. D. Sole, *Visual Studio Code Distilled: Evolved Code Editing for Windows, macOS, and Linux*. Apress, 2018. [Online]. Available: <https://books.google.co.id/books?id=YqR8DwAAQBAJ>
- [18] S. Saurav, *Python Apps on Visual Studio Code: Develop apps and utilize the true potential of Visual Studio Code (English Edition)*. Bpb Publications, 2024. [Online]. Available: <https://books.google.co.id/books?id=KTDyEAAAQBAJ>
- [19] R. F. Purnomo, O. W. Purbo, and R. Z. A. Aziz, *Firebase: Membangun Aplikasi Berbasis Android*. Andi Offset, 2021. [Online]. Available: <https://books.google.co.id/books?id=iosaEAAAQBAJ>
- [20] A. Kumar S, *Mastering Firebase for Android Development: Build real-time, scalable, and cloud-enabled Android apps with Firebase*. Packt Publishing, 2018. [Online]. Available: <https://books.google.co.id/books?id=RMNiDwAAQBAJ>
- [21] B. Stonehem, *Google Android Firebase: Learning the Basics*. in 1. Lulu.com, 2016. [Online]. Available: <https://books.google.co.id/books?id=JeeODAAAQBAJ>
- [22] A. V. Romero, K. Kusnadi, and R. Fahrudin, “Membangun Marketplace Untuk Penjualan Produk Kreatif Mahasiswa Berbasis Mobile Menggunakan Metode FDD,” *JATI (Jurnal Mahasiswa Teknik Informatika)*, vol. 7, no. 6, pp. 3400–3405, 2023.
- [23] R. Johnson, *The Supabase Handbook: Scalable Backend Solutions for Developers*. HiTeX Press, 2025. [Online]. Available: <https://books.google.co.id/books?id=wZhIEQAAQBAJ>
- [24] J. Emison, *Serverless as a Game Changer: How to Get the Most Out of the Cloud*. in Addison-Wesley Signature Series (Vernon). Pearson Education,

2023. [Online]. Available:
<https://books.google.co.id/books?id=mK3UEAAAQBAJ>
- [25] M. H. S. Fedianto, F. P. Aditiawan, and M. M. Al Haromainy, “Pengujian sistem jaringan dokumentasi dan informasi menggunakan black box testing dan white box testing,” *Jurnal Publikasi Sistem Informasi dan Manajemen Bisnis*, vol. 3, no. 1, pp. 213–221, 2024.
 - [26] J. Gao, H. S. J. Tsao, and Y. Wu, *Testing and Quality Assurance for Component-based Software*. in Artech House computing library. Artech House, 2003. [Online]. Available:
<https://books.google.co.id/books?id=VoCX09hOsCoC>
 - [27] S. Desikan and G. Ramesh, *Software Testing: Principles and Practice*. Pearson Education Canada, 2006. [Online]. Available:
<https://books.google.co.id/books?id=Yt2yRW6du9wC>
 - [28] F. Asrin, “Analisis Pengujian Menggunakan User Acceptance Test (Uat) Pada Aplikasi Manajemen Notulensi Rapat Bappeda Kota Pontianak,” *JSR: Jaringan Sistem Informasi Robotik*, vol. 8, no. 1, pp. 34–41, 2024.
 - [29] W. E. Perry, *Effective Methods for Software Testing, CafeScribe: Includes Complete Guidelines, Checklists, and Templates*. Wiley, 2007. [Online]. Available: <https://books.google.co.id/books?id=q1WwdUZd7IAC>
 - [30] R. Cimperman, *UAT Defined: A Guide to Practical User Acceptance Testing (Digital Short Cut)*. Pearson Education, 2006. [Online]. Available:
<https://books.google.co.id/books?id=spr3965oVlkC>
 - [31] A. Aliyah, N. Hartono, and A. A. Muin, “Penggunaan User Acceptance Testing (UAT) pada pengujian sistem informasi pengelolaan keuangan dan inventaris barang,” *Switch: Jurnal Sains dan Teknologi Informasi*, vol. 3, no. 1, pp. 84–100, 2025.

Halaman ini sengaja dikosongkan