

## DAFTAR PUSTAKA

- Fitriani, N., Suryani, N., & Susilowati, E. (2020). Pengelolaan konten website pemerintah provinsi Jawa Barat. *Jurnal Pengabdian Kepada Masyarakat*, 1(1), 45–54. [https://www.researchgate.net/publication/339189321\\_Pengelolaan\\_Konten\\_Website\\_Pemerintah\\_Jawa\\_Barat](https://www.researchgate.net/publication/339189321_Pengelolaan_Konten_Website_Pemerintah_Jawa_Barat)
- Kadim, S., Umi, N., Zulkarnain, M., & Hidayat, D. (2023). Implementasi framework Laravel dalam pengembangan website layanan administratif pendidikan. *Jambura Journal of Informatics*, 5(2), 123–130. <https://ejurnal.ung.ac.id/index.php/jji/article/view/27803>
- Slamet, R., Saputra, D. R., & Permana, A. H. (2021). Analisis usability website pemerintah Kabupaten Sragen. *Jurnal Ilmiah Informatika dan Komputer*, 6(1), 35–40. <https://repository.unjaya.ac.id/id/eprint/698/>
- Shneiderman, B., & Plaisant, C. (2010). *Designing the user interface: Strategies for effective human-computer interaction* (5th ed.). Pearson Education.
- Krug, S. (2014). *Don't make me think: A common sense approach to web usability* (3rd ed.). New Riders.
- Duckett, J. (2011). *HTML and CSS: Design and build websites*. Wiley.
- Freeman, E., & Robson, E. (2014). *Head First HTML and CSS*. O'Reilly Media.
- Krug, S. (2014). *Don't make me think: A common sense approach to web usability* (3rd ed.). New Riders.
- Microsoft. (2024). Visual Studio Code documentation. <https://code.visualstudio.com/docs>
- Moore, A. (2021). *Designing with Figma: A beginner's guide to UI/UX tools*. UX Press.
- Nugroho, T., & Prasetyo, A. (2021). Integrasi Figma dan Laravel dalam pengembangan aplikasi informasi desa. *Jurnal Informatika dan Komputer*, 7(2), 89–95.
- Otwell, T. (2023). *Laravel: The PHP framework for web artisans*. <https://laravel.com>
- Prasetyo, D. (2022). Pengenalan Visual Studio Code sebagai editor pemrograman. *Jurnal Teknologi Informasi dan Komputer*, 5(1), 25–30.

- Pressman, R. S. (2014). Software engineering: A practitioner's approach (8th ed.). McGraw-Hill Education.
- Robbins, J. (2021). Learning Tailwind CSS: Utility-first CSS framework for rapid UI development. WebDev Publishing.
- Royce, W. W. (1970). Managing the development of large software systems. Proceedings of IEEE WESCON.
- Sommerville, I. (2016). Software engineering (10th ed.). Pearson.
- Tailwind Labs. (2024). Tailwind CSS documentation. <https://tailwindcss.com/docs>
- Wathan, A. (2023). Refactoring UI: Design better interfaces, faster. Tailwind UI Press.