

DAFTAR PUSTAKA

- Bansal, R., & Narkhede, P. (2021). A comprehensive review on flutter: A new mobile application development framework. *International Journal of Computer Applications*, 174(43), 1-4.
<https://doi.org/10.5120/ijca2021921342>
- Gaspar, A., & Oliveira, L. (2019). A case study on the performance of object-relational mapping in PHP. *Journal of Information and Data Management*, 10(1), 29-43. <https://doi.org/10.5753/jidm.2019.1234>
- Harrer, S., & Sommer, C. (2018). Defining the full-stack developer. *Proceedings of the 2018 ACM Conference on International Computing Education Research*, 286–287. <https://doi.org/10.1145/3230977.3231015>
- Kurniawan, H., & Adisti, F. (2020). Implementation of model view controller (MVC) architecture on the sales system of pt. xyz. *Jurnal Mantik*, 4(2), 794-800.
- Pedemonte, M. (2020). *Flutter in action*. Manning Publications.
- Garousi, V., & Mäntylä, M. V. (2016). When and what to automate in software testing? A survey of industrial data. *Proceedings of the 2016 IEEE International Conference on Software Testing, Verification and Validation (ICST)*, 1-10. <https://doi.org/10.1109/ICST.2016.32>
- Naik, K., & Tripathy, P. (2011). *Software testing and quality assurance: Theory and practice*. Wiley.
- Pressman, R. S. (2014). *Software engineering: A practitioner's approach* (8th ed.). McGraw-Hill Education.
- Sharma, R., & Kumar, S. (2017). A systematic review of software testing life cycle models. *International Journal of Computer Applications*, 168(5), 11-15.
- Cooper, A. (2004). *The inmates are running the asylum: Why high-tech products drive us crazy and how to restore the sanity*. Sams Publishing.
- Garrett, J. J. (2011). *The elements of user experience: User-centered design for the web and beyond* (2nd ed.). New Riders.
- Krug, S. (2006). *Don't make me think! A common sense approach to web usability* (2nd ed.). New Riders.
- Morville, P., & Rosenfeld, L. (2006). *Information architecture for the world wide web* (3rd ed.). O'Reilly Media.

Nielsen, J. (1994, April 24). *10 usability heuristics for user interface design*. Nielsen Norman Group. <https://www.nngroup.com/articles/ten-usability-heuristics/>

Norman, D. A. (2013). *The design of everyday things: Revised and expanded edition*. Basic Books.

World Wide Web Consortium. (2018, June 5). *Web content accessibility guidelines (WCAG) 2.1*. W3C Recommendation. <https://www.w3.org/TR/WCAG21/>