

DAFTAR PUSTAKA

- [1] A. Nurmala, B. Priyambadha, and D. S. Rusdianto, "Pengembangan Aplikasi E-School Dengan Pendekatan Evolutionary Prototype Studi Kasus SMP Negeri 1 Cikarang Barat," *J. Pengemb. Teknol. Inf. dan Ilmu Komput. Univ. Brawijaya*, vol. 2, no. 6, pp. 2259–2267, 2018.
- [2] Bramanto, "Aplikasi Baytiq Berbasis Android Sebagai Media Informasi Pada Bayt Al-Qur ' an Dan Museum Istiqlal Jakarta," 2017.
- [3] Ç. Yx, "Culture is a way of life that developed and shared by a group of people , and inherited from one technology as a competitive sector that can added value to the business processes that run . The development of information and communication technology make ," vol. 9, no. 1, pp. 9–18, 2016.
- [4] I. I. Journal, "PROTOTYPE IMPLEMENTATION OF E-COUNSELING TO SUPPORT," vol. 2, no. September 2017, pp. 48–56, 2008.
- [5] A. L. Mustopa, "Penggunaan Model Prototype dalam Membuat Library System," vol. 6, no. 2, pp. 89–96, 2020.
- [6] D. Purnomo, "Model Prototyping Pada Pengembangan Sistem Informasi," *J I M P - J. Inform. Merdeka Pasuruan*, vol. 2, no. 2, pp. 54–61, 2017, doi: 10.37438/jimp.v2i2.67.
- [7] M. Rais, "Penerapan Konsep Object Oriented Programming Untuk Aplikasi Pembuat Surat," *PROtek J. Ilm. Tek. Elektro*, vol. 6, no. 2, pp. 96–101, 2019, doi: 10.33387/protk.v6i2.1242.
- [8] G. Booch, "Unified modeling language," *Perform. Comput. Rev.*, vol. 14, no. 13, pp. 1–16, 2017, doi: 10.4018/jdm.2001010103.
- [9] I. Kanedi, F. H. Utami, and L. N. Zulita, "Sistem Pelayanan Untuk Peningkatan Kepuasan Pengunjung Pada Perpustakaan Arsip Dan Dokumentasi Kota Bengkulu," *Pseudocode*, vol. 4, no. 1, pp. 37–46, 2017, doi: 10.33369/pseudocode.4.1.37-46.
- [10] K. Afifah and A. P. Astuti, "Pengaruh Kondisi Laboratorium Terhadap Ketrampilan Proses Sains Siswa SMA Negeri 11 Semarang (Deskriptif

- Kualitatif),” *Semin. Nas. Pendidikan, Sains dan Teknol. Fak. Mat. dan Ilmu Pengetah. Alam Univ. Muhammadiyah Semarang*, pp. 499–505, 2013.
- [11] J. F. DiMarzio, *Beginning Android Programming with Android Studio*. 2017.
- [12] D. I. Pt, T. Manado, and J. J. Tinangon, “Perancangan Menu Restourant Berbasis Android Damayana,” vol. 2, no. 3, pp. 895–901, 2017.

