

DAFTAR PUSTAKA

- A. Saany, S. I., Abu-Ulbeh, W., Al-Sammarraie, N. A., El-Ebiary, Y. A. B., Yusof, M. H., W. Hamzah, W. M. A. F., & Faradillah, Y. (2020). A New E-Learning Technique Using Mobility Environment. *International Journal of Engineering Trends and Technology*, 97–100. <https://doi.org/10.14445/22315381/CATI1P218>
- Azgar, A., Rana, S., Hossain, S., & Ferdous, Most. J. (2022). Testing Challenges for Mobile Applications: An evaluation and comparative analysis of different testing approaches. *International Journal of Research and Innovation in Applied Science*, 07(04), 07–13. <https://doi.org/10.51584/IJRIAS.2022.7402>
- Azzahra, D., & Ramadhani, S. (2020). PENGEMBANGAN APLIKASI ONLINE PUBLIC ACCESS CATALOG (OPAC) PERPUSTAKAAN BERBASIS WEB PADA STAI AULIAURRASYIDDIN TEMBILAHAN. *Jurnal Teknologi Dan Sistem Informasi Bisnis*, 2(2), 152–160. <https://doi.org/10.47233/jteksis.v2i2.127>
- Bennett, G., & Lees, B. (2015). Introducing the Xcode Debugger. In *Swift for Absolute Beginners* (pp. 231–247). Apress. https://doi.org/10.1007/978-1-4842-0886-1_13
- Bridgelall, R. (2024). Unraveling the mysteries of AI chatbots. *Artificial Intelligence Review*, 57(4). <https://doi.org/10.1007/s10462-024-10720-7>
- Briones, G., Igou, D., & Throckmorton, A. (2016). *RESTful API Framework: Golang Proof of Concept*. <https://scholarscompass.vcu.edu/capstone>
- Chart: How Happy And Loyal Are U.S. Smartphone Users? | Statista. (2020, June 28). <https://www.statista.com/chart/27694/satisfaction-and-brand-loyalty-among-us-smartphone-users/>
- Desai, D. (2024). REIMAGINING EDUCATION THROUGH AI CHATBOTS: INNOVATION AND IMPLICATIONS. *ShodhKosh Journal of Visual and Performing Arts*, 5(5). <https://doi.org/10.29121/shodhkosh.v5.i5.2024.5688>
- Digital 2024 - We Are Social Indonesia*. (2024). <https://wearesocial.com/id/blog/2024/01/digital-2024/>
- Firdaus, A. (2022). Pemodelan Proses Bisnis Konveksi di Tasikmalaya dengan Business Process Model and Notation (BPMN). *Jurnal Ekonomi Dan Bisnis Digital*, 1(3), 133–142. <https://doi.org/10.55927/ministal.v1i3.826>
- García, R. F. (2023). *IOS architecture patterns: MVC, MVP, MVVM, VIPER, and VIP in swift*. Apress.

- Garg, S., & Baliyan, N. (2021). Comparative analysis of *Android* and *iOS* from *security* viewpoint. *Computer Science Review*, 40, 100372. <https://doi.org/10.1016/j.cosrev.2021.100372>
- Gikas, J., & Grant, M. M. (2013). *Mobile* computing devices in higher education: *Student* perspectives on learning with cellphones, smartphones & social media. *The Internet and Higher Education*, 19, 18–26. <https://doi.org/10.1016/j.iheduc.2013.06.002>
- Hadi, I., Putri, H., & Mulianingsih, M. (2020). Upaya Pencapaian Angka Kelulusan Uji Kompetensi Profesi Ners Melalui Pendekatan Metode Peer-Teaching. *Jurnal Kepemimpinan Dan Manajemen Keperawatan*, 3(1), 1. <https://doi.org/10.32584/jkkm.v3i1.432>
- Hambling, B., & Van Goathem, P. (2013). *User acceptance testing: A step-by-step guide*. BCS, The Chartered Institute for IT.
- Ikhsan, M., Putri, D. M., Nurjanah, S., Rahmawati, A., Fahrizal, F., & Akramunnas, B. W. (2025). Implementasi Teknologi *Chatbot* sebagai Media Informasi di Universitas Negeri Medan. *JURNAL TEKNIK MESIN INDUSTRI ELEKTRO DAN INFORMATIKA*, 4(1), 265–277. <https://doi.org/10.55606/jtmei.v4i1.4820>
- Ishak, S., Che Omar, A. R., Al Bakri, F. M., & Osman, L. H. (2018). Amalan pembelajaran dan kesannya terhadap pembentukan pengetahuan serta kemahiran perniagaan dalam kalangan Generasi Z. *Malaysian Journal of Society and Space*, 14(1), 15–28. <https://doi.org/10.17576/geo-2018-1401-02>
- ISO/IEC. (2001). *Software Engineering — Product Quality — Part 1: Quality Model* (ISO/IEC 9126-1:2001). Geneva: International Organization for Standardization.
- Javed, M., & Estep, M. (2019). Teaching Undergraduate *Software Engineering: Xcode Mobile App Development* during Dedicated Lab Periods. *2019 International Conference on Computational Science and Computational Intelligence (CSCI)*, 843–848. <https://doi.org/10.1109/CSCI49370.2019.00160>
- Josi, A. (2019). *Sistem Operasi*. Yayasan Kita Menulis.
- Kabiraj, S., Gupta, A., & Chandra, Prof. S. K. (2018). Operating System a Case Study. *International Journal of Trend in Scientific Research and Development*, Volume-2(Issue-3), 166–175. <https://doi.org/10.31142/ijtsrd10780>

- Kementerian Riset, Teknologi, dan Pendidikan Tinggi Republik Indonesia. (2016). Peraturan Menteri Riset, Teknologi, Dan Pendidikan Tinggi Republik Indonesia Nomor 12 Tahun 2016 tentang Tata Cara Pelaksanaan Uji Kompetensi Mahasiswa Bidang Kesehatan. Berita Negara Republik Indonesia Tahun 2016 Nomor 621.
- Kurniawan, B., & Syarifuddin. (2020). Perancangan Sistem Aplikasi Pemesanan Makanan dan Minuman Pada Cafeteria NO Caffe di Tanjung Balai Karimun Menggunakan Bahasa Pemrograman PHP dan *MySQL*. *Jurnal Tikar*, 1(2), 192–206.
- Lukman, A. M., & Aryanto, D. (2019). APLIKASI EDUKASI EKOSISTEM PENGENALAN DUNIA HEWAN UNTUK ANAK USIA DINI BERBASIS *ANDROID*. *EVOLUSI: Jurnal Sains Dan Manajemen*, 7(2). <https://doi.org/10.31294/evolusi.v7i2.6402>
- Lusita, M. D., Hurnianingsih, H., & Rihyanti, E. (2020). Aplikasi *Bot* Akademik BAAK STMIK Jakarta STI&K Platform Line Messenger Menggunakan *Go Languages*. *Jurnal Teknologi Sistem Informasi Dan Aplikasi*, 3(1), 1. <https://doi.org/10.32493/jtsi.v3i1.4130>
- Martin, H. (2023). *Use case* adalah dan beberapa jenisnya. *ITBox*. Diakses pada 18 Mei 2025 dari <https://itbox.id/uncategory/use-case-adalah-dan-beberapa-jenisnya/>
- Maulana, M. S., Khairuzzaman, M. Q., & Nasihin, M. (2018). Aplikasi *Web try out* Uji Kompetensi Kebidanan Berbasis Intranet (Studi Kasus: AKBID Aisyah Pontianak). *Jurnal Edukasi Dan Penelitian Informatika (JEPIN)*, 4(2), 156. <https://doi.org/10.26418/jp.v4i2.26036>
- Nathanael, B. A., & Februariyanti, H. (2023). Analisa Dan Pengembangan Sistem Pembelajaran Mahasiswa Magang Pada PT. Poca Jaringan Solusi Berbasis *Android*. *INTECOMS: Journal of Information Technology and Computer Science*, 6(1), 125–132. <https://doi.org/10.31539/intecom.v6i1.5494>
- Nielsen, J. (2000, March 18). Why you only need to test with 5 users. Nielsen Norman Group. Retrieved April 6, 2026, from <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>
- Özçevik, Y. (2023). A Quantitative Performance Benchmark of Different Navigation Patterns and *User Interface* Design Frameworks for an Enhanced *iOS* Experience.

- 2023 8th International Conference on Computer Science and Engineering (UBMK), 195–200. <https://doi.org/10.1109/UBMK59864.2023.10286664>
- Peraturan Menteri Kesehatan Republik Indonesia No. 83 Tahun 2019 Tentang Registrasi Tenaga Kesehatan, Pub. L. No. 83, 1 (2019).
- Pilipchuk, R., Seifermann, S., Heinrich, R., & Reussner, R. (2021). *Challenges in aligning enterprise application architectures to business process access control requirements in evolutionary changes. Proceedings of the 18th International Conference on E-Business*, <https://doi.org/10.5220/0010511800130024>
- R Rizkiyah, P. M., Putra, C. A., Assani, S., & Hermanto. (2021). Analisis dan Perancangan Sistem Informasi Pembayaran Air HIPPAM Desa Leran Berbasis Web.
- Rahmadan, M., & Gunawan, C. E. (2024). Perancangan Data Flow Diagram Aplikasi Tabungan Sampah PT Pusri Palembang. *Prosiding Seminar Nasional Mini Riset Mahasiswa*, 3(1), 1–9. e-ISSN: 2964-0202.
- Rosenberg, D., Boehm, B., Stephens, M., Suscheck, C., Dhalipathi, S. R., & Wang, B. (2020). *Parallel Agile – faster delivery, fewer defects, lower cost*. Springer International Publishing. <https://doi.org/10.1007/978-3-030-30701-1>
- Rusli, M., & Nurahman. (2018). APLIKASI BELAJAR BAHASA JEPANG BERBASIS ANDROID. *Jurnal Penelitian Dosen FIKOM (UNDA)*, 8, 1–5.
- Reymar, S. T., Saputra, F. C. F., & Mukminna, H. (2023). Perancangan Website Penjadwalan Piket Kebersihan di Diskominfo Kabupaten Kediri. *JURNAL FASILKOM*, 12(3), 165–171. <https://doi.org/10.37859/jf.v12i3.4390>
- Sari, T. N. (2016). ANALISIS KUALITAS DAN PENGEMBANGAN SISTEM INFORMASI AKADEMIK BERBASIS WEB MENGGUNAKAN STANDARD ISO 9126. *JIKO (Jurnal Informatika Dan Komputer)*, 1(1). <https://doi.org/10.26798/jiko.2016.v1i1.15>
- Septyanto, K., Hamid, M. A., & Aribowo, D. (2020). Pengembangan E-Learning Berbasis Website menggunakan Metode Waterfall. *Elinvo (Electronics, Informatics, and Vocational Education)*, 5(1), 89–101. <https://doi.org/10.21831/elinvo.v5i1.31054>

- Siregar, U. K., Sitakar, T. A., Haramain, S., Lubis, Z. N. S., Nadhirah, U., & Yahfizham. (2024). Pengembangan *database Management system* menggunakan *My SQL*. *SAINTEK: Jurnal Sains, Teknologi & Komputer*, 1(1), 8–12.
- Sommerville, I. (2011). *Software Engineering* (9th ed.). Pearson.
- Sugiyono. (2013). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Sumirat, Lambang Probo, dkk. (2023). *Dasar-Dasar Rekayasa Perangkat Lunak*. Edisi Pertama. Bojonegoro: Madza Media. ISBN 978-623-130-241-0.
- Supit, M. A., & Pratasik, S. (2021). Pemodelan proses bisnis dengan Business Process Management Notation pada Fakultas Teknik Universitas Negeri Manado. *EduTIK: Jurnal Pendidikan Teknologi Informasi dan Komunikasi*, 1(6), 633-635.
- Swift.org - About Swift. (n.d.). Retrieved December 31, 2024, from <https://www.swift.org/about/>
- Syamhadi, S. (2023). SISTEM INFORMASI PEMASARAN PERUMAHAN PADA PERMATA CANDI PERMAI WONGSOREJO MENGGUNAKAN PHP DAN MYSQL. *JUSTIFY: Jurnal Sistem Informasi Ibrahimi*, 1(2), 90–99. <https://doi.org/10.35316/justify.v1i2.2498>
- Tahir, T. (2021). FAKTOR-FAKTOR YANG BERHUBUNGAN DENGAN KELULUSAN DALAM UJI KOMPETENSI NERS INDONESIA (UKNI) DI REGIONAL SULAWESI. *Jurnal Persatuan Perawat Nasional Indonesia (JPPNI)*, 2(2). <https://doi.org/10.32419/jppni.v2i2.57>
- Umbreen, J., Mirza, M. Z., Ahmad, Y., & Naseem, A. (2022). Assessing the Role of *Minimum Viable Products* in Digital Startups. *2022 IEEE International Conference on Industrial Engineering and Engineering Management (IEEM)*, 1073–1077. <https://doi.org/10.1109/IEEM55944.2022.9989653>
- Undang-Undang (UU) Nomor 11 Tahun 2008 Tentang Informasi Dan Transaksi Elektronik, Pub. L. No. 11, 1 (2008).
- Wahyudi, I., Fahrullah, F., Alameka, F., & Haerullah, H. (2023). ANALISIS BLACKBOX TESTING DAN USER ACCEPTANCE TESTING TERHADAP SISTEM INFORMASI SOLUSIMEDSOSKU. *JURNAL TEKNOSAINS KODEPENA*, 4(1), 1–9. <https://doi.org/10.54423/jtk.v4i1.54>

- Walikar, G. A. (2019). *Mobile Applications Used for Human Rights* (pp. 171–182). <https://doi.org/10.4018/978-1-5225-6939-8.ch008>
- Widyatama, A., & Pratama, F. W. (2022). Pengembangan *Mobile Learning* PINTHIR Berbasis *Android* sebagai Sumber Belajar dan Sarana Mengerjakan Soal Trigonometri SMA. *Mosharafa: Jurnal Pendidikan Matematika*, 11(1), 25–36. <https://doi.org/10.31980/mosharafa.v11i1.684>
- Wongtanuwat, W., & Senivongse, T. (2020). Detection of Violation of *MVVM* Design Pattern in *Objective-C* Programs. *Proceedings of the 8th International Conference on Computer and Communications Management*, 54–58. <https://doi.org/10.1145/3411174.3411193>
- Xcode* | *Apple Developer Documentation*. (n.d.). Retrieved December 31, 2024, from <https://developer.apple.com/documentation/xcode/>
- Yang, H. S., Wang, F., Greenblatt, M. B., Huang, S. X., & Zhang, Y. (2023). AI chatbots in Clinical Laboratory Medicine: Foundations and trends. *Clinical Chemistry*, 69(11), 1238–1246. <https://doi.org/10.1093/clinchem/hvad106>
- Zhen, X. (2021). Research on *Mobile English Learning System* Based on *iOS*. *Security and Communication Networks*, 2021, 1–15. <https://doi.org/10.1155/2021/6336565>
- Devi, P. a. R., & Nastiti, Y. A. (2024a). EDUKASI *MOBILE OPERATING SYSTEM ANDROID* DAN *IOS* UNTUK WAWASAN SISWA SMK YPI DARUSSALAM 1 CERME GRESIK. *J-ABDI Jurnal Pengabdian Kepada Masyarakat*, 4(3), 411–418. <https://doi.org/10.53625/jabdi.v4i3.8364>
- Li, F. (2024). Analyze and evaluate Apple's investment potential in the current financial market. *Finance & Economics*, 1(5). <https://doi.org/10.61173/sntjy037>