

DAFTAR PUSTAKA

- Alan R. Hevner, S. T. (2004). *Design Science in Information Systems Research*. 75-105.
- Brunn, P., Jensen, M., & Skovgaard, J. (2002). e-Marketplaces: Crafting A Winning Strategy. *European Management Journal*, 20, 286-298. Retrieved September 22, 2014, from http://www.latec.uff.br/mestrado/sg_qualidade/Artigos%20Turma%20-%20segunda/science27.pdf
- Fowler, M. (2004.). *sequence diagram tutorial*. *UML Distilled, Third Edition, Chapter 4*.
- Fhatya, A. (2016). *PENGEMBANGAN SISTEM BOOKING RENTAL MOBIL ONLINE MENGGUNAKAN METODE ITERATIVE INCREMENTAL* (www.rental-go.com). Bandung: Universitas Telkom, Program Studi Sistem Informasi.
- Cockburn, A. (2008). *Using Both Incremental and Iterative Development*. *CrossTalk The Journal of Defense Software Engineering*.
- Kadir, A. (2003). *Pengenalan Sistem Informasi*. Yogyakarta.
- Kamus Besar Bahasa Indonesia (KBBI). <https://kbbi.web.id/gedung>.
- Meadows, J., & Grant, A. E. (2010). *Communication Technology Update and Fundamentals*. Focal Press.
- Munawar. (2005), *Pemodelan Visual dengan UML*, Graha Ilmu, Yogyakarta, 17-100.
- Prihatna, H. (2005). *Kiat Praktis Menjadi Web Master Profesional*. Jakarta: Elex Media Komputindo.
- Purbo, O. W. (2001). *Mengenal E-commerce*. Jakarta: Elex Media Komputindo.
- Rayport, J. F., and Jaworski, B. J. (2003). *Introduction to e-Commerce*, 2nd ed., McGraw-Hill Education (Asia).
- Rianto, S. (2007). *Membangun Website Dengan Adobe Photoshop dan Macromedia Dreamweaver*. Jakarta: Datakom Lintas Batas.

Tim PPM Manajemen, *Business Model Canvas: Penerapan di Indonesia*. Jakarta: Penerbit PPM, 2012.