

DAFTAR PUSTAKA

- Alshamrani, A., & Bahattab, A. (2015). *A Comparison Between Three SDLC Models Waterfall Model, Spiral Model, and Incremental/Iterative Model*. *IJCSI International Journal of Computer Science Issues*, 12(1), 106–111.
- Ardiansah, Y., & Hartanto, A. D. (2015). Perancangan dan Pembuatan Aplikasi *Ready For Battle* Futsal Berbasis Android. *Jurnal Ilmiah*, 16(1), 63–68.
- Avinda, I. N. (2015). Pembangunan Aplikasi Mobile Pariwisata “gotrip” Menggunakan Metode *Waterfall*. *EProceedings of Engineering*, 2(3), 1–7.
- Bhogal, J., & Choksi, I. (2015). *Handling Big Data Using NoSQL*. *Proceedings - IEEE 29th International Conference on Advanced Information Networking and Applications Workshops, WAINA 2015*, 393–398. <https://doi.org/10.1109/WAINA.2015.19>
- Developers Google. (n.d.). Mengenal Android Studio | Android Developers. Diakses July 17, 2019, dari <https://developer.android.com/studio/intro/?hl=id>
- Dorette Jacob, J. (2011). *Comparing Agile XP and Waterfall Software Development Processes in two Start-up Companies*, (November), 9–11. Diakses dari <http://publications.lib.chalmers.se/records/fulltext/149235.pdf>
- Firebase. (n.d.-a). *Firebase Authentication*. Diakses 17 Juli 2019, dari <https://firebase.google.com/products/auth/?hl=id>
- Firebase. (n.d.-b). *Real-time Database*. Diakses 17 Juli 2019, dari <https://firebase.google.com/products/realtime-database/?hl=id>
- Fiwka, E. (2017). Sejarah Permainan Futsal Dunia dan Indonesia – Situs Berita Pendidikan. Diakses 18 Febuari 2019, dari <https://www.masterpendidikan.com/2017/08/sejarah-permainan-futsal-dunia-dan-indonesia.html>
- Geeksforgeeks. (2017). *Unified Modeling Language (UML) | Sequence Diagrams* - GeeksforGeeks. Diakses 17 Juli 2019, dari <https://www.geeksforgeeks.org/unified-modeling-language-uml-sequence-diagrams/>
- Han, J., Le, G., & Hailong. (2012). *Survey on NoSQL Database*, 363–366. <https://doi.org/10.2514/6.2008-4668>
- Khairani, L., Soraya, R. A. E., Petrus, J., & Rachmansyah. (2013). Rancang Bangun

- Aplikasi Pemantauan Posisi Anggota Keluarga Berbasis Android, 1–8.
- Mahalakshmi, M., & Sundararajan, D. M. (2008). *International Journal of Emerging Technology and Advanced Engineering Traditional SDLC Vs Scrum Methodology-A Comparative Study. International Journal of Emerging Technology and Advanced Engineering*, 3(6), 195. Diakses dari www.ijetae.com
- Muttaqien, G. I. (2016). Aplikasi Pemetaan Rumah Kos di Sekitar Ums Berbasis Google Map API, 9(2), 10. <https://doi.org/10.5151/cidi2017-060>
- Purwoko, S. A. (2018). Urutan Versi Android dari Awal Hingga Pie Terbaru & Lengkap! - JalanTikus.com. Diakses 17 Februari 2019, dari <https://jalantikus.com/tips/urutan-versi-android/>
- Retnoningsih, E. (2016). Aplikasi Informasi Telepon Darurat Menggunakan Android Berbasis Location Based Service (LBS). *Jurnal Seminar Nasional Sains Dan Teknologi*, 1(1), 1–9.
- Rodríguez, A., Fernández-medina, E., & Piattini, M. (2008). *Towards Obtaining Analysis-Level Class and Use Case. Springer-Verlag Berlin Heidelberg*, 103–112.
- Roger R. Pressman, P. . (2001). *Software Engineering Practicioner's Approach Fifth Edition*. (B. Jones, Ed.) (5th Edition). McGraw-Hill.
- Rosadi, D., & Feby, O. A. (2016). Aplikasi Sistem Informasi Pencarian Tempat Kos di Kota Bandung Berbasis Android. *Jurnal Computech & Bisnis*, 10(1), 50–58. Diakses dari <http://jurnal.stmik-mi.ac.id/index.php/jcb/article/view/145/169>
- Sasmito, G. W. (2017). Penerapan Metode *Waterfall* Pada Desain Sistem Informasi Geografis Industri Kabupaten Tegal. *Jurnal Informatika: Jurnal Pengembangan IT*, 2(1), 6–12. <https://doi.org/10.30591/JPIT.V2I1.435>
- Sommerville, I. (2010). *Software Engineering*. (M. Harton, Ed.), Addison-Wesley (9th Editio). Addison-Wesley. <https://doi.org/10.1111/j.1365-2362.2005.01463.x>
- Sonjaya. (2018). Ukuran Lapangan Futsal Standar Nasional dan Standar Internasional Beserta Penjelasannya [Lengkap] - Haurgeulis.com. Diakses July 20, 2019, dari <https://haurgeulis.com/lapangan-futsal/>

- Statista Research Department. (2018). *Indonesia - types of smartphone OS used for personal purposes 2016-2018* | Statista. Diakses 17 Juli 2019, dari <https://www.statista.com/statistics/563657/indonesia-types-of-smartphone-operating-systems-used-for-personal-purposes/>
- Susworo, A., & Marhaendro, D. (2009). Tes Keterampilan Dasar Bermain Futsal. *Jurnal Iptek Olahraga*, VOL. 11, 144–156.
- Visual, P. (2016). *What is Activity Diagram?* Diakses 17 Juli 2019, dari <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-activity-diagram/>
- Yulianto, B., & Layona, R. (2016). Aplikasi Pencarian Tempat Wisata Berbasis GPS dengan Metode Radius dan Rating. *ComTech*, VOL 6, 109–120.