

DAFTAR PUSTAKA

- Afrianto, I., Heryandi, A., Finandhita, A., Finadhita, A., & Atin, S. (2021). *User Acceptance Test For Digital Signature Application In Academic Domain To Support The Covid-19 Work From Home Program. International Journal of Information System & Technology Akreditasi*, 5(3), 270–280. <https://doi.org/10.30645/ijistech.v5i3>
- AL-atraqchi, O. M. A. (2022). A Proposed Model for Build a Secure Restful API to Connect between Server Side and Mobile Application Using Laravel Framework with Flutter Toolkits. *Cihan University-Erbil Scientific Journal*, 6(2), 28–35. <https://doi.org/10.24086/cuesj.v6n2y2022.pp28-35>
- Aliya, H. (2021). *Memahami Pentingnya User Acceptance Test (UAT) dalam Mendesain Produk*. <https://glints.com/id/lowongan/uat-adalah/>
- Anwer, F., Aftab, S., Salman Bashir, M., Nawaz, Z., Anwar, M., & Ahmad, M. (2018). Empirical Comparison of XP & SXP. Dalam *IJCSNS International Journal of Computer Science and Network Security* (Vol. 18, Nomor 3).
- Anwer, F., Aftab, S., Shah Muhammad, S., waheed Waheed, U., Shah Muhammad Shah, S., & Waheed, U. (2017). Comparative Analysis of Two Popular Agile Process Models: Extreme Programming and Scrum. Dalam *International Journal of Computer Science and Telecommunications* (Vol. 8, Nomor 2). www.ijcst.org
- Ardytia Febrian Amarta, A., & Gita Anugrah, I. (2021). Implementasi Agile Scrum Dengan Menggunakan Trello Sebagai Manajemen Proyek Di PT Andromedia. *Jurnal Nasional Komputasi dan Teknologi Informasi*, 4(6).
- Arif Umair, M., Pujotomo, D., Adi, P. W., & Korespondensi, P. (2018). Perancangan Model Pemilihan Supplier Produk Cetakan Dengan Menggunakan Grey Based Topsis (Studi Kasus: Rumah Sakit Islam Sultan Agung Semarang). Dalam *Jurnal Teknik Industri* (Vol. 13, Nomor 2).
- Astuti, R. (2009). Pemodelan Analisis Berorientasi Objek Dengan Use Case. Dalam *Media Informatika* (Vol. 8, Nomor 2).

- Badan Pusat Statistik. (2024). *Badan Pusat Statistik Kota Bandung (BPS)*.
- Bennett, S., Skelton, J., & Lunn, K. (2001). *SCHAUM'S outlines second Edition Fully updated for UML 2. 0 One model case study*.
- Chemuturi, M. (2013). Requirements Engineering and Management for Software Development Projects. Dalam *Requirements Engineering and Management for Software Development Projects*. Springer New York. <https://doi.org/10.1007/978-1-4614-5377-2>
- Dada, O. A., & Sanusi, I. T. (2022). The adoption of Software Engineering practices in a Scrum environment. *African Journal of Science, Technology, Innovation and Development*, 14(6), 1429–1446. <https://doi.org/10.1080/20421338.2021.1955431>
- Deloitte. (2015). *UKM pemicu kemajuan Indonesia*.
- Eller, R., Alford, P., Kallmünzer, A., & Peters, M. (2020). Antecedents, consequences, and challenges of small and medium-sized enterprise digitalization. *Journal of Business Research*, 112, 119–127. <https://doi.org/10.1016/j.jbusres.2020.03.004>
- Fauzan, R., Siahaan, D., Rochimah, S., & Triandini, E. (2021). A Different Approach on Automated Use Case Diagram Semantic Assessment. *International Journal of Intelligent Engineering and Systems*, 14(1), 496–505. <https://doi.org/10.22266/IJIES2021.0228.46>
- Gurung, G., Shah, R., & Jaiswal, D. P. (2020). Software Development Life Cycle Models-A Comparative Study. *International Journal of Scientific Research in Computer Science, Engineering and Information Technology*, 30–37. <https://doi.org/10.32628/cseit206410>
- Hastuti, P., Nurofik, A., Purnomo, A., Hasibuan, A., Aribowo, H., Ilmi Faried, A., Sudarso, A., Kurniawan Soetijono, I., Hadi Saputra, D., & Simarmata Penerbit Yayasan Kita Menulis, J. (2020). *Kewirausahaan Dan Umkm*.
- Hunt Andrew, Thomas David, & Hargett Matt. (2007). *Pragmatic Unit Testing In CSharp with NUnit 2nd Edition*.

- Kadin Indonesia. (2024). *UMKM Indonesia*. <https://kadin.id/data-dan-statistik/umkm-indonesia/>
- Kalpić, Damir., & Hljuz Dobrić, Vesna. (2000). *ITI 2000 : proceedings of the 22nd International Conference on Information Technology Interfaces : Pula, Croatia, June 13-16 2000*. SRCE University Computing Centre, University of Zagreb.
- Kausar Bagwan, M. I., & Swati Ghule, P. D. (2019). A Modern ReView on Laravel-PHP Framework. *IRE Journals*, 2(12).
- Kornberger, M., Pflueger, D., & Mouritsen, J. (2017). Evaluative infrastructures: Accounting for platform organization. *Accounting, Organizations and Society*, 60, 79–95. <https://doi.org/10.1016/j.aos.2017.05.002>
- Lintong, G. A., D Massie, J. D., & D Tasik, H. H. (2019). The Contribution Of Demographic Characteristics, Business Performance And Location To Female Entrepreneurs' Business Expansion Kontribusi Karakteristik Demografis, Kinerja Bisnis, Dan Lokasi Terhadap Ekspansi Bisnis Wirausaha Wanita. *EMBA*, 7(4), 5583–5592.
- M Teguh Prihandoyo. (2018). Unified Modeling Language (UML) Model Untuk Pengembangan Sistem Informasi Akademik Berbasis Web. 2018.
- Matharu, G. S., Mishra, A., Singh, H., & Upadhyay, P. (2015). Empirical Study of Agile Software Development Methodologies. *ACM SIGSOFT Software Engineering Notes*, 40(1), 1–6. <https://doi.org/10.1145/2693208.2693233>
- Miles Russ, & Hamilton kim. (2006). *Learning UML 2.0*.
- Moeini Gharagozloo, M. M., Askarzadeh, F., & Moeini Gharagozloo, A. (2021). More power for international entrepreneurs: the effect of digital readiness of economies on channeling national R&D resources to entrepreneurship. *Journal of International Entrepreneurship*. <https://doi.org/10.1007/s10843-021-00296-6>
- Mulyadi, E. (2011). *MODEL PEMBELAJARAN EKSPRESIF DALAM MENINGKATKAN INTEGRITAS USAHA PELAKU EKONOMI KREATIF: Studi pada Balai Pendidikan dan Pelatihan Tenaga Koperasi dan Usaha Mikro Kecil*

- dan Menengah (Balatkop dan UMKM) Provinsi Jawa Barat. <http://repository.upi.edu/id/eprint/8571>
- Mutezar, A. A., & Umniy Salamah. (2021). Pengembangan Sistem Manajemen Event Pameran Karya Mahasiswa Menggunakan Metode Extreme Programming. *Jurnal RESTI (Rekayasa Sistem dan Teknologi Informasi)*, 5(4), 809–819. <https://doi.org/10.29207/resti.v5i4.3249>
- Naznin, T. (2018, November 12). *User Acceptance Testing [UAT]*. <https://medium.com/oceanize-geeks/user-acceptance-Testing-uat-19e660c96bd6>
- Nurfauziah, H., & Jamaliyah, I. (2022). *Perbandingan Metode Testing Antara Blackbox Dengan Whitebox Pada Sebuah Sistem Informasi*. 8(2).
- Nursyanti, R., Rakhman Alamsyah, R. Y., & Perdana, S. (2019). Perancangan Aplikasi Berbasis Web Untuk Membantu Pengujian Kualitas Kain Tekstil Otomotif. *Sistem Informasi dan Telematika*, 10.
- Osterwalder, A., & Pigneur, Y. (2010). *Business Model Generation - Alexander Osterwalder e Yves Pigneur*.
- Redjeki, F., & Affandi, A. (2021). Utilization of Digital Marketing for MSME Players as Value Creation for Customers during the COVID-19 Pandemic. *International Journal of Science and Society*, 3(1), 40–53. <https://doi.org/10.54783/ijsoc.v3i1.264>
- Rumbaugh, James., Jacobson, Ivar., & Booch, Grady. (1999). *The unified modeling language reference manual*. Addison-Wesley.
- Saebah, N., & Zaenal Asikin, M. (2022). Efektivitas Pengembangan Digital Bisnis pada Gen-Z dengan Model Bisnis Canvas. *Jurnal Syntax Transformation*, 3(11), 1534–1540. <https://doi.org/10.46799/jst.v3i11.649>
- Sarfiah, S. N., Atmaja, H. E., & Verawati, D. M. (2019). Jurnal REP (Riset Ekonomi Pembangunan) UMKM SEBAGAI PILAR MEMBANGUN EKONOMI BANGSA. *Riset Ekonomi Pembangunan*, 4(2), 161–173.
- Schwaber, K., & Sutherland, J. (2020). *Panduan SCRUM*.

- Singla, L. (2022, April 28). *Why Laravel Framework is the Best Choice for PHP Web Development*. <https://www.netsolutions.com/insights/laravel-framework-benefits/>
- Sommerville, I. (2016). *Software engineering*.
- Sonata, F.-. (2019). Pemanfaatan UML (Unified Modeling Language) Dalam Perancangan Sistem Informasi E-Commerce Jenis Customer-To-Customer. *Jurnal Komunika : Jurnal Komunikasi, Media dan Informatika*, 8(1), 22. <https://doi.org/10.31504/komunika.v8i1.1832>
- Sumiati, M., Abdillah, R., & Cahyo, A. (2021). *Pemodelan UML untuk Sistem Informasi Persewaan Alat Pesta*.
- Syakti, F., & Yani No, J. A. (2019). Metode Pengembangan Perangkat Lunak Berbasis Mobile: A ReView. Dalam *Jurnal Bina Komputer JBK* (Vol. 1, Nomor 2).
- Vallas, S., & Schor, J. B. (2020). What do platforms do? Understanding the gig economy. Dalam *Annual ReView of Sociology* (Vol. 46, hlm. 273–294). Annual ReViews Inc. <https://doi.org/10.1146/annurev-soc-121919-054857>
- Widjajanti, K., Prihantini, F. N., & Wijayanti, R. (2022). Sustainable Development of Business with Canvas Business Model Approach: Empirical Study on MSMEs Batik Blora, Indonesia. *International Journal of Sustainable Development and Planning*, 17(3), 1025–1032. <https://doi.org/10.18280/ijstdp.170334>
- Yustiani, R., Yunanto, R., Studi Manajemen, P., & Studi Komputerisasi Akuntansi, P. (2017). Peran Marketplace Sebagai Alternatif Bisnis Di Era Teknologi Informasi. *Ilmiah Komputer dan*, 6(2).