

**DAFTAR PUSTAKA**

- [1] K. Siregar, A. Ishak, and Fernando, "Determining the Number of Optimum Servers in The XYZ Restaurant Queue System with Queuing Theory," *IOP Conference Series: Materials Science and Engineering*, vol. 1003, no. 1, p. 012115, Dec. 2020, doi: <https://doi.org/10.1088/1757-899x/1003/1/012115>.
- [2] K. Kim, M.-J. Kim, and J.-K. Jun, "Small Queuing Restaurant Sustainable Revenue Management," *Sustainability*, vol. 12, no. 8, p. 3477, Apr. 2020, doi: <https://doi.org/10.3390/su12083477>. [3] Rahardjo, B. 2008. Pola Akses Internet Yang Bursty. [Online] Available at: <http://rahard.wordpress.com/2011/04/04/pola-akses-internet-yang-bursty/> [Accessed 3 March 2011].
- [3] A. Furnham, L. Treglown, and G. Horne, "The Psychology of Queuing," *Psychology*, vol. 11, no. 03, pp. 480–498, 2020, doi: <https://doi.org/10.4236/psych.2020.113033>.
- [4] Flutter, "Flutter - Beautiful native apps in record time," Flutter.dev, 2019. <https://flutter.dev/>.
- [5] S. Boukhary and E. Colmenares, "A Clean Approach to Flutter Development through the Flutter Clean Architecture Package," 2019 International Conference on Computational Science and Computational Intelligence (CSCI), Dec. 2019, doi: <https://doi.org/10.1109/csci49370.2019.00211>.
- [6] D. Sanchez, A. Rojas, and H. Florez, "Towards a Clean Architecture for Android Apps using Model Transformations," Mar. 2022. Accessed: Jan. 02, 2024.
- [7] A. K. Y. Tang, "A systematic literature review and analysis on mobile apps in m-commerce: Implications for future research," *Electronic Commerce Research and Applications*, vol. 37, p. 100885, Sep. 2019, doi: <https://doi.org/10.1016/j.elerap.2019.100885>.
- [8] M. Hu and D. You, "A Comparative Study of Cross-platform Mobile Application Development," ResearchGate, Jul. 2021. [https://www.researchgate.net/publication/357898491\\_A\\_Comparative\\_Study\\_of\\_Crossplatform\\_Mobile\\_Application\\_Development](https://www.researchgate.net/publication/357898491_A_Comparative_Study_of_Crossplatform_Mobile_Application_Development).
- [9] W. Laksono, B. Satria, T. Wicaksana, A. Wijasena, and Y. Sahria, "Implementasi Clean Architecture Dalam Membangun Aplikasi Mobile Menggunakan Flutter," *Nusantara Journal of Multidisciplinary Science*, vol. 2, no. 1, pp. 173–180, 2024.
- [10] U. Alias and S. Swathiga, "AN INTERPRETATION OF DART PROGRAMMING LANGUAGE," *Dogo Rangsang Research Journal UGC Care Group I Journal*, vol. 11, 2021.
- [11] A. Dinan, Muhammad Aminul Akbar, and Aryo Pinandito, "Comparative Analysis of the Use of State Management in E-commerce Marketplace Applications Using the Flutter Framework," *JITeCS (Journal of Information Technology and Computer Science)*, vol. 8, no. 2, pp. 111–124, Aug. 2023, doi: <https://doi.org/10.25126/jitecs.202382557>.
- [12] D. Dobrean and L. Dioşan, "A Comparative Study of Software Architectures in Mobile Applications," *Studia Universitatis Babeş-Bolyai Informatica*, vol. 64, no. 2, pp. 49–64, Dec. 2019, doi: <https://doi.org/10.24193/subbi.2019.2.04>.
- [13] P. Rao, B. Pavan, A. Srivastava, K. Venkata Amani, and A. Sharma, "DISTINCTION OF MOBILE FRAMEWORKS: FLUTTER VS NATIVE APPS," Peer-Reviewed, Open Access, Jun. 2022.
- [14] G. Politeknik *et al.*, "Performance Analysis of BLoC and Provider State Management Library on Flutter Jurnal Mantik is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License (CC BY-NC 4.0). Performance Analysis of BLoC and Provider State Management Library on Flutter," *Jurnal Mantik*, vol. 5, no. 3, pp. 1591–1597, 2021.
- [15] Y. Maruli and Y. Kerlooza, "The Designing of User Acceptance Measurement Tool for Web-Based Application Interface Using Combination from Nielsen's Method and Questionnaire Technique," *IOP Conference Series: Materials Science and Engineering*, vol. 879, no. 1, p. 012081, Jul. 2020, doi: <https://doi.org/10.1088/1757-899x/879/1/012081>.

- [16] N. A. Vanesha, R. Rizky, and A. Purwanto, "Comparison Between Usability and User Acceptance Testing on Educational Game Assessment," *Jurnal Sisfokom (Sistem Informasi dan Komputer)*, vol. 13, no. 2, pp. 210–215, Jun. 2024, doi: <https://doi.org/10.32736/sisfokom.v13i2.2099>.
- [17] J. Penerapan, T. Informasi, D. Komunikasi, A. Febriana, and Y. Susetyo, "IT-EXPLORE ANALISIS QUALITY CODE MENGGUNAKAN SONARQUBE DALAM SUATU APLIKASI BERBASIS LARAVEL," Jun. 2023.