

DAFTAR PUSTAKA

- Agile Alliance (2020). What is Lead Time in Software Development?. Diakses pada 2 November 2020 dari agilealliance.org: <https://agilealliance.org/glossary/lead-time/>.
- Ahmad, M. O., Dennehy, D., Conboy, K., & Oivo, M. (2018). Kanban in software engineering: A systematic mapping study. *Journal of Systems and Software*, 137, 96-113.
- Augustine, S. (2005). Managing Agile Projects. Virginia: Prentice Hall Professional Technical Reference.
- Apriyanto, R. D., & Putro, H. P. (2018). Tingkat Kegagalan Dan Keberhasilan Proyek Sistem Informasi Di Indonesia. In *Seminar Nasional Teknologi Informasi Dan Komunikasi 2018 (SENTIKA 2018)*.
- Azanza, Adrialdo., Argoud, A.R., Junior, J.B., Antoniolli, P.D. (2017). Agile project management with scrum: case study of a Brazilian pharmaceutical company IT project, International Journal of Managing Projects in Business, Vol. 10 Iss 1 pp.
- Bacea, I. M., Ciupe, A., & Meza, S. N. (2017, July). Interactive Kanban—Blending digital and physical resources for collaborative project based learning. In *2017 IEEE 17th International Conference on Advanced Learning Technologies (ICALT)* (pp. 210-211). IEEE.
- Bakshi, K. (2017, March). Microservices-based software architecture and approaches. In *2017 IEEE aerospace conference* (pp. 1-8). IEEE.
- Baltes, S., & Diehl, S. (2018, October). Towards a theory of software development expertise. In *Proceedings of the 2018 26th acm joint meeting on european software engineering conference and symposium on the foundations of software engineering* (pp. 187-200).
- Bass, L., Clements, P., & Kazman, R. (2003). *Software architecture in practice*. Addison-Wesley Professional.
- Bera, P., Burton-Jones, A., & Wand, Y. (2018). Improving the representation of roles in conceptual modeling: theory, method, and evidence. *Requirements Engineering*, 23(4), 465-491.
- Blueprint (2020). What is Agile Development?. Dipetik pada Oktober 25, 2020 dari blueprints.com: <https://www.blueprints.com/agile-development-101>.
- Boehm, B. (2002). Get ready for agile methods, with care. *IEEE Computer Magazine*, 35 (1), 64-69.

- Budacu, E.N., Pocatilu, Paul. (2018). Real Time Agile Metrics for Measuring Team Performance. *Informatica Economica*, 22(4), 70-79.
- Cervone, H.F. (2011). Understanding agile project management methods using Scrum. OCLC Systems & Services: International Digital Library Perspectives, 27 (1), 18-22.
- Charette, R.N, 2 September, Why Software Fails. Diakses pada 5 Desember 2021 dari spectrum.ieee.org: <https://spectrum.ieee.org/computing/software/why-software-fails/>.
- Chin, G. (2004). Agile Project Management: how to succeed in the face of changing project requirements.
- Cockburn, A. (2002). Learning from agile software development – Part one. Crosstalk Magazine, The Journal of Defense Software Engineering.
- Coding Sans (2019). State of Software Development in 2019. Diakses pada 25 Oktober 2020 dari codingsans.com: <https://codingsans.com/state-of-software-development-2019>.
- Cohn, M. and Ford, D. (2003). Introducing an agile process to an organization. Computer, 36 (6), 74-78.
- Colby, C. L., Mithas, S., Orlando, T., & Norman, E. (2015). What Drives Successful Product Development and Innovation in the Software Development Process? The Product Development Success Index (PDSI). In *Proc. Frontiers in Service Conf.*
- DeCarlo, D. (2004). Extreme Project Management: using leadership, principles, and tools to deliver value in the face of volatility. Jossey-Bass: San Francisco.
- Digite (2021). Lead Time & Cycle Time Metrics: What Do They Reveal?. Diakses pada 2 Februari 2022 dari digite.com: <https://www.digite.com/agile/lead-time-cycle-time/>.
- Du, H., Jones, P., Segarra, E. L., & Bandera, C. F. (2018). Development of a REST API for obtaining site-specific historical and near-future weather data in EPW format.
- Facebook (2020), Introduction to GraphQL. Diakses pada 5 Desember 2021 dari Facebook Inc.: <https://graphql.org/learn/>.
- Few, S. (2006). *Information dashboard design: The effective visual communication of data*. O'Reilly Media, Inc.
- Fielding, R. T., & Taylor, R. N. (2000). *Architectural styles and the design of network-based software architectures* (Vol. 7). Irvine: University of California, Irvine.

- Fojtik, R. (2011). Extreme Programming in development of specific software. *Procedia Computer Science*, 3, 1464-1468.
- Fryer, K., Antony, J., & Ogden, S. (2009). Performance management in the public sector. *International journal of public sector management*.
- GoodFirms (2019). Sofware Development Research. Diakses pada 20 November 2021 dari goodfirms.co: <https://www.goodfirms.co/resources/software-development-research/>.
- Guha, S. (2020). A Comparative Study Between Graph-QL& Restful Services in API Management of Stateless Architectures. *International Journal on Web Service Computing (IJWSC)*, 11(2).
- Hartig, O., & Pérez, J. (2017). An initial analysis of Facebook's GraphQL language.
- Hevner, A. R., March, S. T., Park, J., & Ram, S. (2004). Design science in information systems research. *MIS quarterly*, 75-105.
- Highsmith, J. (2004). Agile Project Management: creating innovative products, Addison Wesley.
- Jakeman, A. J., Letcher, R. A., & Norton, J. P. (2006). Ten iterative steps in development and evaluation of environmental models. *Environmental Modelling & Software*, 21(5), 602-614.
- Jørgensen, M. (2014). Failure Factors of Small Software Projects at a Global Outsourcing Marketplace. *Journal of Systems and Software*, 92, 157-169.
- Kalliamvakou, E., Gousios, G., Blincoe, K., Singer, L., German, D. M., & Damian, D. (2014, May). The promises and perils of mining github. In *Proceedings of the 11th working conference on mining software repositories* (pp. 92-101).
- Kenton W. (2021). Lead Time. Diakses pada 18 Oktober 2021 dari investopedia.com: <https://www.investopedia.com/terms/l/leadtime.asp/>.
- Kerlinger, F., dan Lee, H. B. (2000). Foundations of Behavior Research. Forth Worth: Harcourt College Publisher
- Kniberg, H. and Skarin, M. (2010). Kanban and Scrum: Making the most out of both. C4Media.
- Kopecký, J., Fremantle, P., & Boakes, R. (2014). A history and future of Web APIs. *it-Information Technology*, 56(3), 90-97.
- Kurnia, R. (2018). Pemantauan Kinerja Developer Pada Kerangka Kerja Scrum Melalui Dasbor Berbasis Business (Doctoral dissertation, Universitas Gadjah Mada).

- Larman, C., & Basili, V. R. (2003). Iterative and incremental developments. a brief history. *Computer*, 36(6), 47-56.
- Lewis, J., Fowler, M. (2014). Microservices. Diakses pada 20 November 2021 dari martinfowler.com: <https://martinfowler.com/articles/microservices.html>.
- Liu, H., & Tan, H. B. K. (2009). Covering code behavior on input validation in functional testing. *Information and Software Technology*, 51(2), 546-553.
- Magana, A. J., Seah, Y. Y., & Thomas, P. (2018). Fostering cooperative learning with Scrum in a semi-capstone systems analysis and design course. *Journal of Information Systems Education*, 29(2), 75-92.
- Mahnic, V., & Zabkar, N. (2012). Measuring Progress of Scrum-based Software Projects. *Elektronika Ir Elektrotehnika*, 18(8), 73-76.
- Malik, Shadan. (2005). Enterprise Dashboards – Design and Best Practices for IT. John Wiley & Sons, Inc.
- Motowidlo, S. J. (2003). Job performance. *Handbook of psychology: Industrial and organizational psychology*, 12, 39-53.
- Nabhani, F., & Shokri, A. (2009). Reducing the delivery lead time in a food distribution SME through the implementation of six sigma methodology. *Journal of manufacturing technology Management*.
- Nakazawa, S., & Tanaka, T. (2016, July). Development and application of Kanban tool visualizing the work in progress. In *2016 5th IIAI International Congress on Advanced Applied Informatics (IIAI-AAI)* (pp. 908-913). IEEE.
- Newman, S. (2021). *Building microservices*. " O'Reilly Media, Inc.".
- Nidhra, S., & Dondeti, J. (2012). Black box and white box testing techniques-a literature review. *International Journal of Embedded Systems and Applications (IJESA)*, 2(2), 29-50.
- Pichler, R. (2010). Agile Product Management with Scrum: Creating Products that Customers Love.
- Pinter, R., Čisar, S. M., & Čisar, P. (2017, September). Measuring team member performance in Scrum—Case study. In *2017 IEEE 15th international symposium on intelligent systems and informatics (SISY)* (pp. 000309-000314). IEEE.
- Powell, D. J. (2018). Kanban for lean production in high mix, low volume environments. *IFAC-PapersOnLine*, 51(11), 140-143.
- Pranata, B. A. (2017). Perancangan Application Programming Interface (API) Berbasis Web Menggunakan Gaya Arsitektur Representational State Transfer

(REST) Untuk Pengembangan Sistem Informasi Administrasi Pasien Klinik Perawatan Kulit.

Pressman, R. S. (2006). Engenharia de Software. 6a ed.

Pressman, R.S. (2010), Software Engineering : a practitioner's approach, McGrawHill, New York, 68.

Project Management Institute (2004). A Guide to the Project Management Body of Knowledge (PMBOK ® Guide) Third Edition. Four Campus Boulevard, Newtown Square, PA 19073-3299 USA.

Rajkumar, G., & Alagarsamy, D. K. (2013). The most common factors for the failure of software development project. *The International Journal of Computer Science & Applications (TIJCSA) Volume, 1*.

Robbins, S. P., & Judge, T. A. (2013). *Organizational behavior* (Vol. 4). New Jersey: Pearson Education.

Schwaber, K. (2004). Agile Project Management with Scrum, Microsoft Press.

Schwaber, K. (2007). The enterprise and Scrum. Microsoft Press.

Schwaber, K. and Sutherland, J. (2013). The Scrum guide. The Definitive Guide to Scrum: The Rules of the Game.

Scrum (2020). *What is Scrum?*. Diakses pada 25 Oktober 2020 dari scrum.org: <https://www.scrum.org/resources/what-is-scrum/>.

Sena, S. A., Muttaqin, A., & Setyawan, R. A. (2013). Perancangan dan Pembuatan Application Programming Interface Server untuk Arduino. *Jurnal Mahasiswa TEUB, 1(4)*.

Silva, M. A. C., Roriz Filho, H. and Silva, H. F. N. (2010). Análise do BA durante o Processo Scrum. In: XVII Simpósio de Engenharia de Produção (SIMPEP), 2010, Bauru. Anais eletrônicos... Bauru: UNESP, 2010.

Singh, S. K., & Singh, A. (2012). *Software testing*. Vandana Publications.

Soni, A., & Ranga, V. (2019). API features individualizing of web services: REST and SOAP. *International Journal of Innovative Technology and Exploring Engineering, 8*, 664-671.

Sonnentag, S., Niessen, C., & Volmer, J. (2006). Expertise in Software Design. In K. Ericsson, N. Charness, P. Feltovich, & R. Hoffman (Eds.), *The Cambridge Handbook of Expertise and Expert Performance* (Cambridge Handbooks in Psychology, pp. 373-388).

- Stolovitch, H. D., Keeps, E. J., & Finnegan, G. (2000). Handbook of human performance technology: Improving individual and organizational performance worldwide.
- Sugiyono. 2016. Metode Penelitian Pendidikan, Cetakan Kelima belas, Alfabeta, Bandung
- Trott, P. (2008). *Innovation management and new product development*. Pearson education.
- Verwijs, C., & Russo, D. (2021). A Theory of Scrum Team Effectiveness. *arXiv preprint arXiv:2105.12439*.
- Yeo, K. T. (2002). Critical failure factors in information system projects. *International journal of project management*, 20(3), 241-246.