

## DAFTAR PUSTAKA

- [1] Suryani, Fatmasari, Nurdiansah, and S. Wahyuni, “Aplikasi Antrean Interkoneksi Mobile-Desktop Menggunakan Algoritma MLFQ dengan Metode Multi Channel Single Phase,” *Jurnal Riset Komputer*, vol. 10, no. 1, pp. 2389–2407, 2023, doi: 10.30865/jurikom.v10i1.5529.
- [2] A. Halim and S. Buja, “DEVELOPING SMART QUEUING (SMARTQ) APPLICATION USING GEOFENCING,” *International Journal of Technology Management and Information System (IJTMIS)*, vol. 1, no. 2, pp. 2710–6268, 2019.
- [3] B. H. Purnomo, Y. Wibowo, and G. Y. Aditya, “ANALISIS MODEL SISTEM ANTRIAN PADA PELAYANAN RESTORAN KOBER MIE SETAN JEMBER,” *Agrointek: Jurnal Teknologi Industri Pertanian*, vol. 15, no. 4, pp. 1071–1083, 2021, doi: 10.21107/agrointek.v15i4.10452.
- [4] N. Dhiman, A. Choudhary, and S. Chaudhary, “Review on Comparative Study of Flutter App and Android App,” *Int J Res Appl Sci Eng Technol*, vol. 11, no. 10, pp. 2080–2083, 2023, doi: 10.22214/ijraset.2023.56411.
- [5] A. Biørn-Hansen, C. Rieger, T. M. Grønli, T. A. Majchrzak, and G. Ghinea, “An empirical investigation of performance overhead in cross-platform mobile development frameworks,” *Empir Softw Eng*, vol. 25, no. 4, pp. 2997–3040, Jul. 2020, doi: 10.1007/s10664-020-09827-6.
- [6] R. C. Martin, *Clean Architecture : a craftsman’s guide to software structure and design*. Prentice Hall, 2017.
- [7] 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)*, 2019, doi: 10.1109/csci49370.2019.00211.
- [8] W. P. Laksono, B. Satria, T. Wicaksana, A. Y. 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, [Online]. Available: <https://jurnal.intekom.id/index.php/njms>
- [9] A. F. Rahmawati and Y. A. Susetyo, “ANALISIS QUALITY CODE MENGGUNAKAN SONARQUBE DALAM SUATU APLIKASI BERBASIS LARAVEL,” Sep. 2023, *Jurnal Penerapan Teknologi Informasi dan Komunikasi*.
- [10] 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: 10.32736/sisfokom.v13i2.2099.
- [11] P. Weichbroth, “Usability of Mobile Applications: A Systematic Literature Study,” *IEEE Access*, vol. 8, pp. 55563–55577, 2020, doi: 10.1109/access.2020.2981892.
- [12] R. Satria, I. Ahmad, and R. D. Gunawan, “Rancang Bangun E-Marketplace Berbasis Mobile Untuk Meningkatkan Pelayanan Penjualan,” *Jurnal Informatika dan Rekayasa Perangkat Lunak*, vol. 4, no. 1, pp. 89–95, Mar. 2023, doi: 10.33365/jatika.v4i1.2457.
- [13] R. A. Wijayanto and R. R. H. P. Sejati, “Implementing Flutter Clean Architecture for Mobile Tourism Application Development,” *Int J Comput Appl*, vol. 185, no. 39, pp. 23–30, 2023, doi: 10.5120/ijca2023923197.
- [14] D. Sánchez, A. E. Rojas, and H. Florez, “Towards a Clean Architecture for Android Apps using Model Transformations,” 2022. [Online]. Available: <https://api.semanticscholar.org/CorpusID:260329582>
- [15] S. Y. Ameen and D. Y. Mohammed, “Developing Cross-Platform Library Using Flutter,” *European Journal of Engineering and Technology Research*, vol. 7, no. 2, pp. 18–21, 2022, doi: 10.24018/ejeng.2022.7.2.2740.
- [16] S. A. Bhagat, “Review on Mobile Application Development Based on Flutter Platform,” *Int J Res Appl Sci Eng Technol*, vol. 10, no. 1, pp. 803–809, Jan. 2022, doi: 10.22214/ijraset.2022.39920.
- [17] Y. Cheon and C. V Chavez, “Creating Flutter Apps from Native Android Apps,” 2020. [Online]. Available: <https://api.semanticscholar.org/CorpusID:221821838>
- [18] U. Alias and S. Swathiga, “AN INTERPRETATION OF DART PROGRAMMING LANGUAGE,” *Dogo Rangsang Research Journal UGC Care Group I Journal*, vol. 11, 2021.
- [19] 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.