

DAFTAR PUSTAKA

- [1] Li, R. (2023). Learning Advanced Python by Studying Open Source Projects (1st ed.). *Chapman and Hall/CRC*. <https://doi.org/10.1201/9781003316909>
- [2] Siahaan, V., & Sianipar, R. H. (2019). *Teori dan Praktek Pemrograman Python*. Sparta Publishing.
- [3] Brown, T. M. (2020). *Developing and Validating Active Learning Engagement Strategies to Improve Students' Understanding of Programming and Software Engineering Concepts* (Doctoral dissertation, North Dakota State University).
- [4] Zeng, D., Zhang, Z., Chen, J., & Hei, X. (2020, August). Developing an Interactive Web-based Programming Platform for Learning Computer Networking Protocols. In *International Conference on Simulation Tools and Techniques* (pp. 611-625). Cham: Springer International Publishing.
- [5] Widiaty, L. S., Riza, A. G., Abdullah, M., Abdullah, M., & Mubaroq, S. R. (2019, January). Web-Based Digital Learning Application of Iconic Batik in Batik Learning at Vocational High School. *Presented at the conference*.
- [6] EDUCBA. (2023, April 1). Introduction to Incremental Model. *EDUCBA*. Available: <https://www.educba.com/incremental-model/>. Accessed December 1, 2023.
- [7] Bhakti, L. T. (2021, April 30). Get Out From 'Tutorial Hell'. *Medium*. Retrieved November 18, 2023, from <https://luckytribhakti.medium.com/get-out-from-tutorial-hell-f276b0668ccf>
- [8] Amri, S. (2015). *Implementasi Pembelajaran Aktif dalam Kurikulum 2013*. Jakarta: Prestasi Pustaka Raya.
- [9] Silberman, M. L. (2010). *Active Learning 101 Cara Belajar Siswa Aktif*. Bandung: Nuansa Cendekia.
- [10] Nuxt Team. (n.d.). Getting Started: Introduction. *Nuxt Documentation*. Retrieved November 18, 2023, from <https://nuxt.com/docs/getting-started/introduction>
- [11] Khawas, C., & Shah, P. (2018). Application of Firebase in Android App Development-A Study. *International Journal of Computer Applications*, 179 (46), 49.
- [12] Sanity.io. (n.d.). A Short Introduction to Sanity.io. *Sanity Documentation*. Retrieved November 18, 2023, from <https://www.sanity.io/docs/a-short-introduction-to-sanity-io>
- [13] Wahid, A. A. (2020, October). Analisis Metode Waterfall Untuk Pengembangan Sistem Informasi. *Jurnal Ilmu-Ilmu Informatika dan Manajemen STMIK*.
- [14] Bose, B., et al. (2023, May). Hybrid Scrum-XP: A Proposed Model based on Effectiveness of Agile Model on Varieties of Software Companies in Bangladesh. *AJSE*, 22(1), 35-44.

- [15] Pratama, M. R., Wardani, R. R. K., Hapsari, S. S., & Dewi, M. A. (2023). User Experience Analysis on the Edlink Mobile Application using Usability Testing Method. In *2023 8th International Conference on Business and Industrial Research (ICBIR)*, Bangkok, Thailand (pp. 942-947). doi: 10.1109/ICBIR57571.2023.10147656
- [16] Reichheld, F. F. (2003). One Number You Need to Grow. *Harvard Business Review*, 81(12), 46-54, 124. PMID: 14712543. Available: Archived from the original on March 10, 2013.
- [17] Zahra, S. N. A., & Suryatiningsih, S. (2024). Evaluation and Improvement of User Interface Design of Bandung City APBD Website Using Human Centered Design Method. *Procedia Computer Science*, 234, 1791-1798.