

DAFTAR PUSTAKA

- [1] “Kemahasiswaan FIT.” Diakses: 3 Juni 2025. [Daring]. Tersedia pada: <https://kemahasiswaan-sas.telkomuniversity.ac.id/>
- [2] “OlimpiadeKu Mobile.” Diakses: 3 Juni 2025. [Daring]. Tersedia pada: <https://play.google.com/store/apps/details?id=com.olimpiadeku.mobile&hl=id>
- [3] “Ajang Juara,” Ajang Juara - Portal Kompetisi dan Olimpiade Online. Diakses: 3 Juni 2025. [Daring]. Tersedia pada: <https://home.ajangjuara.com/>
- [4] “Google Spreadsheet.” Diakses: 13 Juli 2025. [Daring]. Tersedia pada: <https://docs.google.com/spreadsheets/u/0/?hl=id>
- [5] “Microsoft Excel.” Diakses: 17 Juli 2025. [Daring]. Tersedia pada: <https://excel.cloud.microsoft/id-id/>
- [6] W. Nugraha, M. Syarif, dan W. S. Dharmawan, “PENERAPAN METODE SDLC WATERFALL DALAM SISTEM INFORMASI INVENTORI BARANG BERBASIS DESKTOP,” *JUSIM (Jurnal Sistem Informasi Musirawas)*, vol. 3, no. 01, hlm. 23–29, Mei 2018, doi: 10.32767/jusim.v3i1.246.
- [7] I. Sommerville, *Software Engineering Tenth Edition*. by Courier Westford in the United States of America., 2016.
- [8] “ISO 25010.” Diakses: 12 Juli 2025. [Daring]. Tersedia pada: <https://iso25000.com/index.php/en/iso-25000-standards/iso-25010>
- [9] C. IDCloudHost, “Mengenal Perbedaan Antara Hardware vs Software,” IDCloudHost. Diakses: 1 Juli 2025. [Daring]. Tersedia pada: <https://idcloudhost.com/blog/perbedaan-hardware-dan-software-fungsi-jenis-tujuan-dan-contohnya/>