

## DAFTAR PUSTAKA

- Anwar, S. N., Nugroho, I., & Lestariningsih, E. (2013). Perancangan Dan Implementasi Aplikasi Mobile Semarang. *Dinamika Informatika*, 5(2), 135–145.
- Bray, T., & Paoli, J. (1999). *Extensible Markup Language. February 1998*.
- Canevet, C., Gilmore, S., Hillston, J., Prowse, M., & Stevens, P. (2003). Performance modelling with the unified modelling language and stochastic process algebras. *Iee Proceedings-Computers and Digital Techniques*, 150(2), 107–120.
- Chang, G., Tan, C., Li, G., & Zhu, C. (2010). *Developing Mobile Applications on the Android Platform*. 264–265.
- Gosling, J., Holmes, D. C., & Arnold, K. (2005). *The Java programming language*. Addison-Wesley.
- Khawas, C. (2018). *Application of Firebase in Android App Development-A Study*. 179(46), 49–53.
- Kurniawan, C., & Kristiana, I. Y. (2018). *Rancang Bangun Aplikasi Travel Booking Berbasis Android Pada Transwisata Travelindo Tour And Travel Malang*. <https://doi.org/10.31227/osf.io/g2u53>
- Li, Q., & Chen, Y.-L. (2009). Entity-relationship diagram. In *Modeling and Analysis of Enterprise and Information Systems* (pp. 125–139). Springer.
- Umar, R., & Hari Prabowo, P. (2016). Pencarian Dan Pemesanan Travel Berbasis Mobile dengan Google Maps API. *Annual Research Seminar 2016*, 2(ISBN : 979-587-626-0), 369.
- Widodo, A. P. (2003). *Transformasi Dokumen XML*. 6(3), 128–135.
- Yener, M., & Dundar, O. (2016). *Expert Android Studio*. John Wiley & Sons.

**LAMPIRAN**

