

## 8. References

### Technical Resources

1. React Documentation - <https://reactjs.org/docs/getting-started.html>
2. PHP Documentation - <https://www.php.net/docs.php>
3. MySQL Documentation - <https://dev.mysql.com/doc/>
4. WebSocket Protocol - RFC 6455 - <https://datatracker.ietf.org/doc/html/rfc6455>
5. JWT Authentication - <https://jwt.io/introduction>
6. OWASP Security Guidelines - <https://owasp.org/www-project-web-security-testing-guide/>
7. Nginx Documentation - <https://nginx.org/en/docs/>
8. Docker Documentation - <https://docs.docker.com/>
9. Redis Documentation - <https://redis.io/documentation>
10. Framer Motion Documentation - <https://www.framer.com/motion/>

### Academic Resources

1. Gamma, E., Helm, R., Johnson, R., & Vlissides, J. (1994). Design Patterns: Elements of Reusable Object-Oriented Software. Addison-Wesley.
2. Fowler, M. (2002). Patterns of Enterprise Application Architecture. Addison-Wesley.
3. Evans, E. (2003). Domain-Driven Design: Tackling Complexity in the Heart of Software. Addison-Wesley.
4. Newman, S. (2015). Building Microservices. O'Reilly Media.
5. Nygard, M. T. (2007). Release It!: Design and Deploy Production-Ready Software. Pragmatic Bookshelf.

### Industry Standards

1. ISO 27001 - Information Security Management
2. PCI DSS - Payment Card Industry Data Security Standard
3. GDPR - General Data Protection Regulation
4. WCAG 2.1 - Web Content Accessibility Guidelines
5. PSR Standards - PHP Standards Recommendations

### Additional Resources

1. Material Design - <https://material.io/design>
2. Financial Industry Best Practices - <https://www.bis.org/publ/bcbst28.pdf>
3. UML 2.5 Specification - <https://www.omg.org/spec/UML/>
4. Software Engineering Body of Knowledge (SWEBOK)
5. Project Management Body of Knowledge (PMBOK)