Yasuma, A., 2017. *Resep Masakan Khas Lombok Berbasis Android*. Diploma. Sekolah Tinggi Manajemen Informatika Dan Komputer Akakom. Tersedia di <<https://eprints.utdi.ac.id/4908/>> [Diakses 26 Juli 2022]

Karlina, L., Asian, J., & Mahmud, M., 2019. Rancang Bangun Aplikasi Resep Masakan Menggunakan Metode Xp Berbasis Android. *Jurnal Rekayasa Teknologi Nusa Putra,* [e-journal] 08(01), 18*.* Tersedia melalui: Perreferensian Universitas Nusa Putra <<https://jurnal.nusaputra.ac.id/rekayasa/uploads/paper/2e89e-jurnal-skripsi-finish-lina.pdf>> [Diakses 26 Juli 2022]

Santoso, T. A., 2016. *Aplikasi Pencarian Resep Masakan Berbasis Mobile Web Berdasarkan Ketersediaan Bahan Dengan Metode Simple Additive Weighting.* S1. Universitas Islam Indonesia Yogyakarta. Tersedia di <<https://dspace.uii.ac.id/bitstream/handle/123456789/3781/04%20abstract.pdf?sequence=5&isAllowed=y>> [Diakses 26 Juli 2022]

Agustina, R., & Suprianto, D., 2012. *Pemrograman Aplikasi Android.* [e-book] ResearchGate. Tersedia melalui: Website ResearchGate <<https://www.researchgate.net/publication/338819838_Pemrograman_Aplikasi_Android>>[Diakses 26 Juli 2022]

Ichwan, B. N., Sujalwo, & Supardi, A., 2013. *Perancangan Aplikasi Resep Masakan Khas Jawa Berbasis Android.* S2. Universitas Muhammadiyah Surakarta. Tersedia di <<http://eprints.ums.ac.id/24179/>> [Diakses 26 Juli 2022]

Statcounter, 2022. Mobile Operating System Market Share Indonesia | Statcounter Global Stats. [online] Tersedia di: <<https://gs.statcounter.com/os-market-share/mobile/indonesia>> [Diakses 26 Juli 2022]

Google Forms, 2022. Survey Aplikasi Resep Masakan (Responses) – Google Sheets. [online] Tersedia di: <<https://docs.google.com/spreadsheets/d/141gI535YMwryl7sANbOwdk1XW6grMyn6G1Bad3bnOwk/edit?usp=sharing>> [Diakses 27 Juli 2022]

Muchlison, I. D., Kharisma, A. P., & Arwani, I., 2022. Pengembangan Aplikasi Perangkat Bergerak Sistem Informasi Event di bidang Teknologi Informasi berbasis Android. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer,* [e-journal] 6(1), 282-291. Tersedia melalui: Perreferensian Universitas Brawijaya <<https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/10464/4642>> [Diakses 8 Agustus 2022]

Arifien, A., 2022. *Perancangan Buku Ilustrasi Resep Makanan Sehat Sebagai Inspirasi Memulai Bisnis Di Sektor Kuliner.* S1. Universitas Pembangunan Nasional “Veteran” Jawa Timur. Tersedia di <<http://repository.upnjatim.ac.id/6529/>> [Diakses 8 Agustus 2022]

Priyanto, R., 2010. *Analisis Kebutuhan Perlengkapan Bengkel Otomotif Smk Swasta di Karanganyar.* S1. Universitas Sebelas Maret Surakarta. Tersedia di <<https://123dok.com/document/1y9vkvwq-analisis-kebutuhan-perlengkapan-bengkel-otomotif-smk-swasta-karanganyar.html>> [Diakses 8 Agustus 2022]

Muradi, 2021. *Penerapan Metode Earliest Due Date pada Layanan Homecare Kesehatan Ibu dan Anak Berbasis Android pada Desa Penengahan Pesisir Barat.* S1. Institut Informatika dan Bisnis Darmajaya Bandar Lampung. Tersedia di <<http://repo.darmajaya.ac.id/6064/>> [Diakses 8 Agustus 2022]

Abdelbaki, I., Charkaoui, S., Lahmar, E. H. B., & Marzak, A., 2016. Cross-platform Mobile Development based on MDA Approach. *International Journal of Interactive Mobile Technologies (iJIM),* [e-journal] 10(4), 18-25. Tersedia melalui: Perreferensial jurnal iJIM <<https://online-journals.org/index.php/i-jim/article/view/5570>> [Diakses 8 Agustus 2022]

Putra, I. D. G. D., 2017. *Aplikasi Pembelajaran Biologi untuk Siswa Kelas XII Sekolah Menengah Atas Berbasis Android.* S1. Sekolah Tinggi Manajeman Informatika dan Komputer Akakom Yogyakarta. Tersedia di <<https://eprints.utdi.ac.id/4897/>> [Diakses 8 Agustus 2022]

Nugraha, C., 2019. *Implementasi Fitur pada Firebase untuk Aplikasi Chat Messagers Berbasis Android.* S1. Sekolah Tinggi Manajeman Informatika dan Komputer Akakom Yogyakarta. Tersedia di <<https://eprints.utdi.ac.id/8733/>> [Diakses 9 Agustus 2022]

Firebase, 2022a. *Firebase Products*. [online] Tersedia di: <<https://firebase.google.com/products-build>> [Diakses 9 Agustus 2022].

Firebase, 2022b. *Firebase Authentication | Simple, multi-platform sign-in*. [online] Tersedia di: <<https://firebase.google.com/products/auth>> [Diakses 9 Agustus 2022].

Firebase, 2022c. *Get Started with Firebase Authentication on Android*. [online] Tersedia di: <<https://firebase.google.com/docs/auth/android/start>> [Diakses 9 Agustus 2022].

Firebase, 2022d. *Cloud Firestore | Store and sync app data at global scale | Firebase*. [online] Tersedia di: <<https://firebase.google.com/products/firestore>> [Diakses 9 Agustus 2022].

Firebase, 2022e. *Get started with Cloud Firestore | Firebase*. [online] Tersedia di: <<https://firebase.google.com/docs/firestore/quickstart>> [Diakses 9 Agustus 2022].

Firebase, 2022f. *Get started with Cloud Firestore | Firebase*. [online] Tersedia di: <<https://firebase.google.com/docs/firestore/quickstart>> [Diakses 9 Agustus 2022].

Firebase, 2022g. *Get started with Cloud Storage on Android | Firebase Storage*. [online] Tersedia di: <<https://firebase.google.com/docs/storage/android/start>> [Diakses 9 Agustus 2022].

Arif, M. S., Musthafa, A., & Muriyatmoko, D., 2019. *Implementasi Pola Arsitektur Model-View-ViewModel (MVVM) pada Sistem Informasi Akademik Universitas Darussalam Gontor Berbasis Mobile.* [pdf] ResearchGate. Tersedia di: <<https://www.researchgate.net/profile/Muhammad-Syakir-Arif/publication/339616775_Implementasi_Pola_Arsitektur_Model-View-ViewModel_MVVM_pada_Sistem_Informasi_Akademik_Universitas_Darussalam_Gontor_Berbasis_Mobile/links/5e5c9f5b92851cefa1d4b43a/Implementasi-Pola-Arsitektur-Model-View-ViewModel-MVVM-pada-Sistem-Informasi-Akademik-Universitas-Darussalam-Gontor-Berbasis-Mobile.pdf>> [Diakses 9 Agustus 2022].

Raj, P., Raman, A., & Subramanian, H., 2017. *Architectural Patterns*. Birmingham: Packt Publisher.

Academia, 2022. *Metode Pengembangan Perangkat Lunak.* [pdf] Academia. Tersedia di: <<https://www.academia.edu/4844015/Metode_pengembangan_perangkat_lunak>> [Diakses 10 Agustus 2022]

Pressman, R. S., 2010. *Software Engineering: A Practitioner’s Approach, Seventh Edition.* New York: McGraw-Hill.

Aisah, S., Irfansyahfalah, M., Kusyadi, I., Noviyanto, D., Saifudin, A., & Setiany, A. P., 2021. Penggunaan Metode System Development Life Cycle ( SDLC) dalam Analasis dan Perancangan Sistem Informasi Penerimaan Kas Sekolah. *Jurnal Teknologi Sistem Informasi dan Aplikasi,* [e-journal]4(3), 179-186. Tersedia melalui: Perreferensian Universitas Pamulang <<http://openjournal.unpam.ac.id/index.php/JTSI/article/view/11992/pdf>> [Diakses 10 Agustus 2022]

Dahono, G. B. S., 2020. *Pengujian Black Box Menggunakan Metode Decision Table Testing Pada Google Speech-To-Text.* S1. Sekolah Tinggi Manajeman Informatika dan Komputer Akakom Yogyakarta. Tersedia di <<https://eprints.utdi.ac.id/9083/>> [Diakses 10 Agustus 2022]

QATestLab, 2018. *Scenario-Based Testing: a brief overview.* [online] Tersedia di: <<https://qatestlab.com/resources/knowledge-center/scenario-based-testing/>> [Diakses 10 Agustus 2022]

Sommerville, I., 2021. *An Introduction to Modern Software Engineering, Global Edition.* London: Pearson Education.

Ependi, U., Kurniawan, T. B., & Panjaitan, F., 2019. System Usability Scale Vs Heuristic Evaluation: A Review. *Jurnal Teknik Industri, Mesin, Elektro dan Ilmu Komputer,* [e-journal]10(1), 65-74. Tersedia melalui: Perreferensian Universitas Muria Kudus <<https://jurnal.umk.ac.id/index.php/simet/article/view/2725/1654>> [Diakses 18 Agustus 2022]

Brooke, J., 1995. *SUS: A Quick and Dirty Usability Scale.* [e-book] ResearchGate. Tersedia melalui: Website ResearchGate <<https://www.researchgate.net/publication/228593520_SUS_A_quick_and_dirty_usability_scale>>[Diakses 18 Agustus 2022]

Romanpichler, 2014. *From Personas to User Stories.* [online] Tersedia di: <<https://www.romanpichler.com/blog/personas-epics-user-stories/>> [Diakses 21 Agustus 2022]

Justinmind, 2018. *Personas, scenarios, user stories and storyboards: what’s the difference?*. [online] Tersedia di: <<https://www.justinmind.com/blog/user-personas-scenarios-user-stories-and-storyboards-whats-the-difference/>> [Diakses 21 Agustus 2022]

SoapUI, 2022. *Best Practices: Scenario-Based Testing.* [online] Tersedia di: <<https://www.soapui.org/learn/functional-testing/scenario-based-testing/>> [Diakses 21 Agustus 2022]

Ramadana, P. S., 2015. *Perancangan Komunikasi Visual "College Students Cookbook: Chef Ala Mahasiswa".* S1. Universitas Bina Nusantara. Tersedia di <<http://library.binus.ac.id/Collections/ethesis_detail.aspx?ethesisid=2015-2-02064-DS>> [Diakses 30 September 2022]

Kementrian Komunikasi dan Informatika, 2017. *Survey Penggunaan TIK 2017 Serta Implikasinya terhadap Aspek Sosial Budaya Masyarakat.* [pdf] Kementrian Komunikasi dan Informatika. Tersedia di: <<https://balitbangsdm.kominfo.go.id/publikasi_360_3_187>> [Diakses 4 September 2022]

Android Developers, 2022. *Android 5.0 APIs*. [online] Tersedia di: <<https://developer.android.com/about/versions/lollipop/android-5.0>> [Diakses 7 Oktober 2022]

Sukmasetya, P., Setiawan, A., & Arumi, E. R., 2020. Penggunaan Usability Testing Sebagai Alat Evaluasi Website Krs Online pada Perguruan Tinggi. *Jurnal Sains dan Teknologi,* [online] 9 (1), 58-67*.* Tersedia melalui: Perreferensian Universitas Pendidikan Ganesha <<https://ejournal.undiksha.ac.id/index.php/JST/article/download/24691/15556>> [Diakses 12 Oktober 2022]

Ervina, 2022. Cara Hidup Mahasiswi Kos di Masa Pandemi Covid-19: Apa yang Beda. *Emik: Junal Ilmiah Ilmu-Ilmu Sosial*, [online] 5(1), 101-118. Tersedia melalui: <<https://ejournals.umma.ac.id/index.php/emik/article/view/1218>> [Diakses 12 Oktober 2022]

Figma, 2022a. *About Figma, the collaborative interface design tool*. [online] Tersedia di: <<https://www.figma.com/about/>> [Diakses 13 Oktober 2022].

Figma, 2022b. *Free Design Tool for Websites, Graphic Design and More | Figma*. [online] Tersedia di: <<https://www.figma.com/design/>> [Diakses 13 Oktober 2022].

Figma, 2022c. *Free Prototyping Tool: Build Interactive Prototype Designs | Figma*. [online] Tersedia di: <<https://www.figma.com/prototyping/>> [Diakses 13 Oktober 2022].

Figma, 2022d. *Design System Software | Figma*. [online] Tersedia di: <<https://www.figma.com/design-systems/>> [Diakses 13 Oktober 2022].

Ningrum, F. C., Suherman, D., Aryanti, S., Prasetya, H. A., & Saifudin, A., 2019. Pengujian Black Box pada Aplikasi Sistem Seleksi Sales Terbaik Menggunakan Teknik Equivalence Partitions. *Jurnal Informatika Universitas Pamulang*, [online] 4(4), 125-130. Tersedia melalui: Perreferensian Universitas Pamulang <<http://openjournal.unpam.ac.id/index.php/informatika/article/view/3782>> [Diakses 13 Oktober 2022]

Pratama, E. R., Jonemaro, E. M. A., & Dewi, R. K., 2021. Pengujian User Experience Aplikasi Perangkat Bergerak Jagoan Indonesia Menggunakan Metode Usability Testing. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, [online] 5(4), 1342-1350. Tersedia melalui: Perreferensian Universitas Brawijaya: <<https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/8797>> [Diakses 13 Oktober 2022]

Maze, 2022. *Maze | Product research platform for modern teams* [online] Tersedia di: <<https://maze.co/>> [Diakses 16 Oktober 2022].

Dahono, G. B. S., 2020. *Pengujian Black Box Menggunakan Metode Decision Table Testing Pada Google Speech-To-Text.* S1. Sekolah Tinggi Manajeman Informatika dan Komputer Akakom Yogyakarta. Tersedia di <<https://eprints.utdi.ac.id/9083/>> [Diakses 10 Agustus 2022]

Ardonis, M. R., 2020. *Sistem Absensi dan Penggajian Berbasis Website Menggunakan Mesin Fingerprint Pada Pt. Persada Agro Sawita.* S1. Universitas Islam Negeri Sultan Syarif Kasim Riau. Tersedia di <<http://repository.uin-suska.ac.id/25874/1/SKRIPSI%20FULL%20TANPA%20BAB%20V.pdf>> [Diakses 18 Oktober 2022]

Nurullita, D., 2018. *Pengembangan Sistem Informasi Perpustakaan Digital dan Sistem Otomatis Perpustakaan SMA Negeri 2 Sukatani dengan Metode Waterfall.* S1. Sekolah Tinggi Teknologi Pelita Bangsa. Tersedia di <<https://ecampus.pelitabangsa.ac.id/pb/AmbilLampiran?ref=23197&jurusan=&jenis=Item&usingId=false&download=false&clazz=ais.database.model.file.LampiranLain>> [Diakses 18 Oktober 2022]

Pluralsight, 2020. *Refine User Stories and Acceptance Criteria with Agile | Pluralsight*. [online] Tersedia di: <<https://www.pluralsight.com/guides/refine-user-stories-and-acceptance-criteria-with-agile>> [Diakses 19 Oktober 2022].

GeeksForGeeks, 2021. *Firebase – Introduction*. [online] Tersedia di: <<https://www.geeksforgeeks.org/firebase-introduction/>> [Diakses 20 Oktober 2022].

BookSumo Press, 2021. *My Little College Cookbook: Easy College Recipes for Students!.* [e-book] BookSumo Press. Tersedia di: Library Genesis <<https://libgen.rocks/edition.php?id=138735669>> [Diakses 1 November 2022]

Setiyani, L., 2018. *Rekayasa Perangkat Lunak [Software Engineering].* [e-book] Karawang: Jatayu Catra Internusa. Tersedia di: ResearchGate <<https://www.researchgate.net/publication/333209319_REKAYASA_PERANGKAT_LUNAK_Software_Engineering>> [Diakses 1 November 2022]