DAFTAR PUSTAKA

Abrahamsson, P., Hanhineva, A., Hulkko, H., Ihme, T., Jäälinoja, J., Korkala, M., Koskela, J., Kyllönen, P., & Salo, O. (2004). Mobile-D: An agile approach for mobile application development. *Proceedings of the Conference on Object-Oriented Programming Systems, Languages, and Applications (OOPSLA)*, 174–175. https://doi.org/10.1145/1028664.1028736

Akmal, N. K., & Dasaprawira, M. N. (2022). Rancang bangun application programming interface (API) menggunakan gaya arsitektur GraphQL untuk pembuatan sistem informasi pendataan anggota Unit Kegiatan Mahasiswa (UKM): Studi kasus UKM Starlabs. *SITECH: Jurnal Sistem Informasi dan Teknologi*, 5(1), 37–40. https://doi.org/10.24176/sitech.v5i1.7937.

Alsaqqa, S., Sawalha, S., & Abdel-Nabi, H. (2020). Agile software development: Methodologies and trends. *International Journal of Interactive Mobile Technologies (iJIM)*, 14(11), 246. https://doi.org/10.3991/ijim.v14i11.13269.

Ardito, L., Coppola, R., Malnati, G., & Torchiano, M. (2020). Effectiveness of Kotlin vs. Java in Android app development tasks. *Information and Software Technology*, 127, Article 106374. https://doi.org/10.1016/j.infsof.2020.106374.

Arrizqi, N., Santoso, I., & Adi, A. (2021). Implementasi Google Text to Speech pada aplikasi pendeteksi uang berbasis Android. *Transient Jurnal Ilmiah Teknik Elektro*, 10(3), 510–516. https://doi.org/10.14710/transient.v10i3.510-516.

Aryanto, & Melvi. (2020). Pemanfaatan metode wavelet pada robot sepakbola berbasis machine learning Google TensorFlow. *Journal of Energy and Electrical Engineering*, 1(2), 2–5. https://doi.org/10.37058/jeee.v1i2.1552.

Bahrumi, P., Ratna, & Fadhil, R. (2022). Levelisasi penyangraian kopi: Suatu kajian. *Jurnal Ilmiah Mahasiswa Pertanian*, 7(1), 522–525.

Bhatt, B., & Nandu, M. (2021). An overview of structural UML diagrams. *International Research Journal of Engineering and Technology (IRJET)*, 8(8), 1577–1583.

Choo, E. (2019). *Belajar roasting kopi.*

Garg, S., & Baliyan, N. (2021). Comparative analysis of Android and iOS from security viewpoint. *Computer Science Review*, 40, Article 100372. https://doi.org/10.1016/j.cosrev.2021.100372.

Hayati, N. J., Singasatia, D., & Muttaqin, M. R. (2023). Object tracking menggunakan algoritma YOLOv8 untuk menghitung kendaraan. *KOMPUTA: Jurnal Ilmiah Komputer dan Informatika*, 12(2), 91–99. https://doi.org/10.34010/komputa.v12i2.10654

HerlinaH, & Musliadi. (2019). *Pemrograman aplikasi Android dengan Android Studio, Photoshop, dan Audition*. Jakarta: PT Elex Media Komputindo.

Hohl, P., Klünder, J., Bennekum, A. van, Lockard, R., Gifford, J., Münch, J., Stupperich, M., & Schneider, K. (2018). Back to the future: Origins and directions of the "Agile Manifesto" – views of the originators. https://doi.org/10.1186/s40411-018-0059-z.

Hu, J., & Zhang, B. (2021). Application research of automatic garbage sorting based on TensorFlow and OpenCV. *Journal of Physics: Conference Series*, 1883(1). https://doi.org/10.1088/1742-6596/1883/1/012169.

Ibrahim, M., Nasir, J., Komarudin, A., Maulana, A., & Akbar, M. H. (2023). Integrasi kecerdasan buatan dalam desain aplikasi seluler: Peningkatkan pengalaman pengguna di era ekonomi digital. *Deleted Journal*, 1(1), 31–39. https://doi.org/10.55732/ncdr.v1i1.1091.

Islamyco, N., Nurba, D., & Mustaqimah. (2022). Pengaruh suhu dan waktu penyangraian terhadap warna bubuk kopi arabika. *Jurnal Ilmiah Mahasiswa Pertanian*, 7(1), 596–603.

Kirmani, M. (2017). Agile development method for mobile applications: A study. *International Journal of Advanced Research in Computer Science*, 8(5), 1150–1154.

Koc, H., Erdoğan, A. M., Barjakly, Y., & Peker, S. (2021). UML diagrams in software engineering research: A systematic literature review. *Proceedings*, 74(1), 13. https://doi.org/10.3390/proceedings2021074013.

Laukaleja, I., & Kruma, Z. (2019). Influence of the roasting process on bioactive compounds and aroma profile in specialty coffee: A review. *FoodBalt 2019*, 7–12.

Massey, J. L. (2016). *Coffee production, consumption, and health benefits*. Nova Publishers.

Mousaei, M., & Gandomani, T. J. (2020). Overview of advantages, challenges, and adaptation of agile methods in mobile. *Journal of Software Engineering & Intelligent Systems*, 5(1), 45–54. https://www.academia.edu/43160282/OVERVIEW_OF_ADVANTAGES_C

HALLENGES_AND_ADAPTATION_OF_AGILE_METHODS_IN_MOBILE_DE VELOPMENT.

Mulyawan, M. D., Kumara, I. N. S., Swamardika, I. B. A., & Saputra, K. O. (2021). Kualitas sistem informasi berdasarkan ISO/IEC 25010: Literature review. *Majalah Ilmiah Teknologi Elektro*, 20(1), 15–28. https://doi.org/10.24843/MITE.2021.v20i01.P02

MZ, M. K. (2016). Pengujian perangkat lunak metode black-box berbasis equivalence partitions pada aplikasi sistem informasi sekolah. *Jurnal Mikrotik*, 6. https://ojs.ummetro.ac.id/index.php/mikrotik/article/view/303

Navigated, C. (2023). Coffee landscape. Banda Aceh: http://coffeenavigated.net/tastecoffee/coffee-landscape/.

Nurhayati, N. (2017). Karakteristik sensori kopi celup dan kopi instan varietas robusta dan arabika. *Jurnal Ilmiah INOVASI*, 17(2), 80–85.

Omori, Y. (2020). Image augmentation for eye contact detection based on combination of pre-trained Alex-Net CNN and SVM. *Journal of Computers*, 15(3), 85–97. https://doi.org/10.17706/jcp.15.3.85-97

Prastyaningsih, Y., & Kusrini, W. (2021). Sistem temu kembali citra pada level roasting biji kopi menggunakan ekstraksi fitur warna. *Jurnal Inovtek Polbeng - Seri Informatika*, 6(2), 222–233. https://doi.org/10.35314/isi.v6i2.2086

Pressman, R. S. (2010). *Software engineering: A practitioner's approach* (7th ed.). New York: The McGraw-Hill Companies.

Rani, S., & Fajri, A. R. (2022). Penerapan design pattern MVVM dan clean architecture pada pengembangan aplikasi Android (Studi kasus: Aplikasi Agree Partner). *Automata*, 3(2).

Rizal, K., Safrizal, & Fadhil, R. (2022). Preferensi Agtron terhadap hasil penyangraian kopi Arabika Gayo. *Jurnal Ilmiah Mahasiswa Pertanian*, 7(1), 512–516.

Santos, L. B. R. dos, Júnior, V. A. de S., & Vijaykumar, N. L. (2014). Transformation of UML behavioral diagrams to support software model checking. *arXiv*. https://arxiv.org/abs/1404.0855

Setiawan, I. (2022). Komparasi kinerja integrated development environment (IDE) dalam mengeksekusi perintah Python. *SATESI: Jurnal Sains Teknologi dan Sistem Informasi*, 2(1), 52–59.

Siadari, U., Jamhari, & Masyhuri. (2020). Strategi pengembangan agribisnis kopi Arabika di Kabupaten Simalungun. *Jurnal Kawistara*, 10(1), 32–49.

Simarmata, J. (2010). *Rekayasa Perangkat Lunak*. Andi.

Somerville, I. (2011). *Software engineering (Rekayasa perangkat lunak).* Erlangga.

Spataru, A. (2010). Agile development methods for mobile applications. *Computer Science and Engineering Journal.*

Suherman, Y. (2017). Sistem informasi kearsipan tata kelola surat pada Kantor Inspeksi BRI Kota Padang. *Jurnal RESTI (Rekayasa Sistem dan Teknologi Informasi),* 1(1), 26–33. https://doi.org/10.29207/resti.v1i1.7

Toffin Indonesia. (2020). Toffin Indonesia merilis riset "2020 brewing in Indonesia". https://insight.toffin.id/toffin-stories/toffin-indonesia-merilis-riset-2020-brewing-in-indonesia/

Utomo, A., Sutanto, Y., Tiningrum, E., & Susilowati, E. M. (2020). Pengujian aplikasi transaksi perdagangan menggunakan black box testing boundary value analysis. *Jurnal Bisnis Terapan,* 4(2), 133–140. https://doi.org/10.24123/jbt.v4i2.2170

Widayati, Q., & Nasir, M. (2018). Metode Mobile-D dalam rancang bangun perangkat lunak kamus istilah ekonomi. *Jurnal Ilmiah MATRIK,* 20(1), 51–60.

Wijaya, Y. D., & Astuti, M. W. (2021). Pengujian blackbox sistem informasi penilaian kinerja karyawan PT INKA (Persero) berbasis equivalence partitions. *Jurnal Digital Teknologi Informasi,* 4(1), 22. https://doi.org/10.32502/digital.v4i1.3163