

## REFERENSI

- [1] Muntahanah, R. Toyib and I. Wardiman, "Implementasi Voice Over Internet Protocol (VoIP) Berbasis LINUX (Studi Kasus SMK Negeri 03 Bengkulu)," *Jurnal Pseudocode*, vol. VII, no. 1, pp. 41-50, 2020.
- [2] A. Voxnet, "6 Keuntungan Menelepon Dibandingkan Mengirim Pesan," VOXNET, 16 September 2021. [Online]. Available: <https://www.voxnet.id/6-keuntungan-telepon-dibandingkan-mengirim-pesan>. [Accessed 17 November 2021].
- [3] Syafrinal, "Implementasi VoIP Sebagai Media Komunikasi pada Dinas Perhubungan Komunikasi Informasi dan Telematika Aceh," *Jurnal Teknologi Informasi dan Komunikasi*, vol. 3, no. 2, pp. 64-69, 2019.
- [4] W. Mazurczyk and Z. Kotulski, "Adaptive VoIP with Audio Watermarking for Improved Call Quality and Security," *Journal of Information Assurance and Security*, vol. 2, no. 1, pp. 226-234, 2007.
- [5] M. S. A. Arofat, N. Bahtiar and R. Saputra, "Implementasi Server VoIP Berbasis SIP Pada LAN Nirkabel," *Buletin Pos dan Telekomunikasi*, vol. 11, no. 1, pp. 1-12, 2013.
- [6] H. Assem, "Assessing and Improving the VVoIP Call Quality," National University of Ireland Maynooth, Maynooth, 2013.
- [7] R. Arora, "Voice Over IP: Protocols and Standards," 2 July 2000. [Online]. Available: [https://www.researchgate.net/publication/238430098\\_Voice\\_over\\_IP\\_Protocols\\_and\\_Standards](https://www.researchgate.net/publication/238430098_Voice_over_IP_Protocols_and_Standards). [Accessed 17 November 2021].
- [8] S. Wardoyo, T. Ryadi and R. Fahrizal, "Analisis Performa File Transport Protocol Pada Perbandingan Metode IPv4 Murni, IPv6 Murni dan Tunneling 6to4 Berbasis Router Mikrotik," *Jurnal Nasional Teknik Elektro*, vol. 3, no. 2, pp. 106-117, 2014.
- [9] Y. S. Dwanoko, "Implementasi Software Development Life Cycle (SDLC) Dalam Penerapan Pembangunan Aplikasi Perangkat Lunak," *Jurnal Teknologi Informasi*, vol. 7, no. 2, pp. 83-94, 2012.
- [10] M. Multazam, I. V. Paputungan and B. Suranto, "Perancangan User Interface dan User Experience pada Placeplus Menggunakan Pendekatan User Centered Design," UII, Yogyakarta, 2020.
- [11] P. Aprilia, "Mengenal User Interface: Pengertian, Kegunaan, dan Contohnya," NIAGAHOSTER, 23 April 2020. [Online]. Available: <https://www.niagahoster.co.id/blog/user-interface/>. [Accessed 23 November 2021].
- [12] E. W. Fridayanthie and J. Charter, "Rancang Bangun Sistem Informasi Simpan Pinjam Karyawan Menggunakan Metode Object Oriented Programming," *Jurnal Techno Nusa Mandiri*, vol. 13, no. 2, pp. 63-71, 2016.
- [13] A. Prayitno and Y. Safitri, "Pemanfaatan Sistem Informasi Perpustakaan Digital Berbasis Website Untuk Para Penulis," *Indonesian Journal on Software Engineering*, vol. I, no. 1, p. 10, 2015.
- [14] D. Galin, *Software Quality Assurance From Theory to Implementation*, Harlow: Pearson Education Limited, 2004.
- [15] M. Bolung and H. R. K. Tampangela, "Analisa Penggunaan Metodologi Pengembangan Perangkat Lunak," *Jurnal ELTIKOM*, vol. 1, no. 1, pp. 1-10, 2017.
- [16] S. M. Salve, S. N. Samreen and N. K. Valmik, "A Comparative Study on Software Development Life Cycle Models," *International Research Journal of Engineering and Technology (IRJET)*, vol. V, no. 2, pp. 696-700, 2018.



- [17] I. Education, "Digma VS Sketch VS Adobe XD, Mana Pilihan Terbaik Desainer?," International Design School, 19 April 2021. [Online]. Available: <https://idseducation.com/figma-vs-sketch-vs-adobe-xd-mana-pilihan-terbaik-desainer/>. [Accessed 23 11 2021].
- [18] H. A. S., "Bringing Accessibility Right Inside Design Tools," in *23rd International ACM SIGACCESS Conference on Computer and Accessibility*, 2021.
- [19] Admin, "Bahasa Pemrograman Untuk Aplikasi Android," Majapahit Teknologi, 19 November 2019. [Online]. Available: <https://majapahit.id/blog/2019/11/19/bahasa-pemrograman-untuk-aplikasi-android/>. [Accessed 23 November 2021].
- [20] N. S. Sibarani, G. Munawar and B. Wisnuadhi, "Analisis Performa Aplikasi Android Pada Bahasa Pemrograman Java dan Kotlin," in *Industrial Research Workshop and National Seminar*, Bandung, 2018.
- [21] K. A. Putra, "Komparasi Bahasa Pemrograman Kotlin Dengan Java Untuk Mengembangkan Aplikasi Berbasis Android (Studi Kasus: Aplikasi Movie Catalogue)," Sekolah Tinggi Manajemen Informatika dan Komputer, Yogyakarta, 2019.
- [22] M. Ariffudin, "Mengenal Kotlin, Bahasa Pemrograman untuk Aplikasi Android," NIAGAHOSTER, 20 November 2021. [Online]. Available: <https://www.niagahoster.co.id/blog/kotlin-adalah/>. [Accessed 23 November 2021].
- [23] W. N. Suliyanti, "Studi Literatur Basis Data SQL dan NoSQL," *Jurnal Kilat*, vol. VIII, no. 1, pp. 48-51, 2019.
- [24] R. Mubarak, "Implementasi Metode White Box Testing Pada Proses Quality Assurance Perangkat Lunak Berbasis Web dan Mobile Collection Testing," *Jurnal Teknologi Informasi ESIT*, vol. 15, no. 1, pp. 57-63, 2020.
- [25] Akmaludin, "Analisis Rancangan Animasi Interaktif Pembelajaran Anatomi Otak Manusia," *Jurnal Techno Nusa Mandiri*, vol. 10, no. 2, pp. 143-152, 2013.
- [26] G. W. Setiawan, "Pengujian Perangkat Lunak Menggunakan Metode Black Box Studi Kasus Exelsa Universitas Sanata Dharma," Universitas Sanata Dharma, Yogyakarta, 2011.
- [27] H. Aliya, "Jangan Tertukar, Ini 4 Perbedaan White Box dan Black Box Testing," *Glints*, 12 2 2021. [Online]. Available: <https://glints.com/id/lowongan/black-box-dan-white-box-testing/#.YZ2hoNAzZPZ>. [Accessed 23 11 2021].
- [28] U. Ependi, T. B. Kurniawan and F. Panjaitan, "System Usability Scale Vs Heuristic Evaluation: A Review," *Jurnal SIMETRIS*, vol. 10, no. 1, pp. 65-74, 2019.
- [29] P. Aprilia, "Apa Itu MongoDB dan Manfaat Menggunakannya untuk Project Anda?," Niagahoster, 22 March 2021. [Online]. Available: <https://www.niagahoster.co.id/blog/mongodb-adalah/>. [Accessed 24 June 2022].
- [30] N. M. D. Febriyanti, A. K. O. Sudana and I. N. Piarsa, "Implementasi Black Box Testing pada Sistem Informasi Manajemen Dosen," *Jurnal Ilmiah Teknologi dan Komputer*, vol. II, no. 3, pp. 1-10, 2021.
- [31] I. A. H. N., P. I. Santoso and R. Ferdiana, "Pengujian Usability Website Menggunakan System Usability Scale," *IPTEK-KOM*, vol. XVII, no. 1, pp. 31-38, 2015.
- [32] D. P. Kesuma, "Evaluasi Usability pada Web Perguruan Tinggi XYZ Menggunakan System Usability Scale," *JTSI*, vol. I, no. 2, pp. 212-222, 2020.
- [33] R. Suharsih, R. Febriani and S. Triputra, "Usability of Jawara Sains Mobile Learning Application Using System Usability Scale (SUS)," *Journal Online Informatika*, vol. VI, no. 1, pp. 41-52, 2021.