

DAFTAR PUSTAKA

- [1] B. Satrio Silindung and H. Budi Yanti, “ANALISIS KINERJA KEUANGAN PERUSAHAAN SEKTOR PROPERTI DAN REAL ESTATE SEBELUM DAN SELAMA PANDEMI COVID-19,” *Jurnal Ekonomi Trisakti*, vol. 3, no. 1, pp. 329–340, Jan. 2023, doi: 10.25105/jet.v3i1.15437.
- [2] G. Prabowo, H. Suryotrisongko, and A. Tjahyanto, “A Tale of Two Development Approach: Empirical Study on The Maintainability and Modularity of Android Mobile Application with Anti-Pattern and Model-View-Presenter Design Pattern,” 2018.
- [3] G. Indra, “Laporan Proyek Akhir Aplikasi Pemasaran Properti Immersive (Propertio) Berbasis Android Android-Based Immersive Property Marketing Application (Propertio),” *Laporan Tugas Akhir*, 2023.
- [4] A. Akhmad, D. Jatnika, M. Aminul Akbar, and A. Pinandito, “Comparative Analysis of the Use of State Management in E-commerce Marketplace Applications Using the Flutter Framework,” 2023. [Online]. Available: www.jitecs.ub.ac.id
- [5] W. P. Laksono, B. Satria, T. Wicaksana, A. Y. Wijasena, and Y. Sahria, “Implementasi Clean Architecture Dalam Membangun Aplikasi Mobile Menggunakan Flutter,” *Nusantara Journal of Multidisciplinary Science*, vol. 2, no. 1, pp. 173–180, 2024, [Online]. Available: <https://jurnal.intekom.id/index.php/njms>
- [6] Mgs. M. F. Abdillah, I. L. Sardi, and A. Hadikusuma, “Analisis Performa GetX dan BLoC State Management Library Pada Flutter untuk Perangkat Lunak Berbasis Android,” *LOGIC: Jurnal Penelitian Informatika*, vol. 1, no. 1, p. 73, Sep. 2023, doi: 10.25124/logic.v1i1.6479.
- [7] Slepnev Dmitrii, “State Management Approaches In Flutter,” *Bachelor’s thesis*, 2020.
- [8] I. Singh, “Different Software Quality Model,” *International Journal on Recent and Innovation Trends in Computing and Communication*, 2013, [Online]. Available: <http://www.ijritcc.org>
- [9] A. Gerdessen, “Framework comparison method Comparing two frameworks based on technical domains, focussing on customisability and modifiability,” 2007.
- [10] I. H. Ramadhani, W. Suharso, and D. Rizki, “Penerapan Desain Pattern Observer Pada Pengembangan Aplikasi Android (Studi Kasus: Aplikasi KataFilm),” *REPOSITOR*, vol. 6, no. 1, pp. 1–10, 2024.
- [11] H. Zakaria, “Rancang bangun sistem presensi karyawan berbasis android menggunakan framework flutter dan library geolocator (studi kasus: pt. Kaia

- anugerah internasional),” *Jurnal Ilmu Komputer dan Pendidikan*, 2023, [Online]. Available: <https://journal.mediapublikasi.id/index.php/logic>
- [12] M. Y. Putra, D. E. Kurniawan, J. T. Informatika, and N. Batam, “Implementasi Sistem Reminder Jadwal pada eLearning Moodle Berbasis API Menggunakan Framework Flutter,” *JOURNAL OF APPLIED COMPUTER SCIENCE AND TECHNOLOGY (JACOST)*, vol. 4, no. 1, pp. 2723–1453, 2023, doi: 10.52158/jacost.490.
 - [13] T. Faruqi, “Pengembangan Aplikasi Mobile Pembuat Notifikasi Pendukung Website Akademik Dengan Metode Test Driven Development Menggunakan Framework Flutter,” *Skripsi*, 2019.
 - [14] Dila Farah, “Pengembangan Front-End Pada Aplikasi M-Banking Agen46 Dengan Teknologi Flutter,” 2022.
 - [15] Syaifuddin Risyadhana, “Implementasi Framework Express.js Dan Flutter Pada Aplikasi Android ‘id Karier’ Menggunakan Metode Prototyping,” *Laporan Skripsi*, 2024.
 - [16] M. Olsson, “A Comparison of Performance and Looks Between Flutter and Native Applications When to prefer Flutter over native in mobile application development,” 2020. [Online]. Available: www.bth.se/dipt
 - [17] Abdurrahman Zakki, “Komparasi Flutter Dan React Native Dalam Pengembangan Perangkat Bergerak,” *Laporan Tugas Akhir*, 2021.
 - [18] Wongso Viriya Oktorian Halim, “Pengenalan Mobile,” <https://sis.binus.ac.id/2018/02/13/pengenalan-mobile/>.
 - [19] Android Developer, “Platform architecture,” <https://developer.android.com/guide/platform>.
 - [20] A. Volle, “iOS,” <https://www.britannica.com/topic/iOS>.
 - [21] RedFoxSec, “iOS Architecture,” <https://redfoxsec.com/blog/ios-architecture/>.
 - [22] Flutter, “Flutter architectural overview,” <https://flutter.dev/>.
 - [23] bloc, “Bloc Concepts,” <https://bloclibrary.dev/>.
 - [24] Adam Dzulqarnain, “Mengenal Konsep Reactive Programming dan Kaitannya dengan Flutter BLoC,” <https://adamnain.medium.com/mengenal-konsep-reactive-programming-dan-kaitannya-dengan-flutter-bloc-d4ed5d47f8a1>.
 - [25] Ingemark, “State Management with GetX – powerful micro framework for Flutter,” <https://www.ingemark.com/state-management-with-getx-powerful-micro-framework-for-flutter/>.
 - [26] Yoga Bayu Anggana Pratama, “Flutter Tutorial: Getx Pattern,” <https://yogabayuap.com/flutter-tutorial-getx-pattern/>.

- [27] M. Schiewe, J. Curtis, V. Bushong, and T. Cerny, “Advancing Static Code Analysis With Language-Agnostic Component Identification,” *IEEE Access*, vol. 10, pp. 30743–30761, 2022, doi: 10.1109/ACCESS.2022.3160485.
- [28] R. Ganang Atmaja, B. Priyambadha, and F. Pradana, “Pembangunan Kakas Bantu Untuk Mengukur Maintainability Index Pada Perangkat Lunak Berdasarkan Nilai Halstead Metrics dan McCabe’s Cyclomatic Complexity,” *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, vol. 3, no. 3, pp. 2167–2172, 2019, [Online]. Available: <http://j-ptiik.ub.ac.id>
- [29] N. Yunita, “Sistem Informasi Rental Mobil Berbasis Web Pada PT Karya Mobil,” 2021. [Online]. Available: <http://jurnal.bsi.ac.id/index.php/simpatik>
- [30] & S. J. L. Qiu D. H. H. Li, *Measuring Software Similarity based on Structure and Property of Class Diagram*.
- [31] Dhiaulhaq Aryaputra Falah Amurya, “Laporan Tugas Akhir Analisis Perancangan Sistem Informasi Immersive Properti (Propertio.Id) Berbasis Website,” *Laporan Tugas Akhir*, 2023.