

DAFTAR PUSTAKA

Autumn. “Membuat Use Case Diagram Dengan Studi Kasus,” autumn Online. Tersedia dari <https://titissp.blogspot.com/2017/08/membuat-use-case-diagram.html> Internet; diakses 27 Mei 2021.

Arindo. “Cara Kerja Augmented Reality,” Augmented Reality Indonesia Online. Tersedia dari <https://augmentedrealityindonesia.com/cara-kerja-augmented-reality/> Internet; diakses 24 Mei 2021.

ARreverie. “What is Augmented reality and How Does It Works?,” ARreverie Online. Tersedia dari <http://www.arreverie.com/blogs/how-ar-work/> Internet; diakses 24 Mei 2021.

Blackbox. “ASEAN study: Disgruntled consumers want regional eCommerce players to step up their game,” blackbox Online. Tersedia dari <https://blackbox.com.sg/everyone/2020/10/19/asean-study-disgruntled-consumers-want-regional-ecommerce-players-to-step-up-their-game> Internet; diakses 24 Mei 2021.

Dicoding. “Apa itu Augmented Reality dan Contohnya?,” Dicoding Online. Tersedia dari <https://www.dicoding.com/blog/apa-itu-augmented-reality-dan-contohnya/> Internet; diakses 24 Mei 2021.

Dicoding Intern. “Apa itu UML beserta pengertian dan contohnya,” decoding Online. Tersedia dari <https://www.dicoding.com/blog/apa-itu-uml/> Internet; diakses 27 Mei 2021.

Guru99. “What is BLACK Box Testing? Techniques, Example & Types,” Guru99 Online. Tersedia dari <https://www.guru99.com/black-box-testing.html> Internet; diakses 30 Mei 2021.

Haviluddin. “Memahami Penggunaan UML (*Unified Modelling Language*),” *Jurnal Informatika Milawarman* (2011). [e-journal] <http://e-journals.unmul.ac.id/index.php/JIM/article/view/16/pdf> (diakses 27 Mei 2021).

Huawei Technology. “AR Insight and Application Practice White Paper,” *Huawei Technology Co., Ltd.* (2021) [e-journal] <https://carrier.huawei.com/~media/CNBGV2/download/bws2021/ar-insight-and-application-practice-white-paper-en.pdf> (diakses 15 Juli 2021).

Imperva. “Black Box Testing,” imperva Online. Tersedia dari <https://www.imperva.com/learn/application-security/black-box-testing/> Internet; diakses 30 Mei 2021.

KuliahKomputer. “Pengujian Sistem Informasi Black Box/White Box,”
KuliahKomputer Online. Tersedia dari
<http://www.kuliahkomputer.com/2018/09/pengujian-sistem-informasi-black.html> Internet; diakses 5 Juni 2021.

Kumar., Chandra., Bharati., and Manava. “Factors Influencing Adoption of Augmented Reality Technology for E-Commerce,” *Journal of Association for Information Systems AIS Electionic Library* (2016). [e-journal]
<https://aisel.aisnet.org/pacis2016/342/> (diakses 26 Mei 2021).

Kutz, Martin. 1st ed. *Introduction to E-commerce: Combining Business and Information Technology*. Martin Kutz & bookboon.com, 2016.

Laudon and Traver Carol Guercio. *E-commerce 2014*. Pearson, 2014.

Meier, Reto. *Professional Andorid 4 Application Development*. John Wiley & Sons, Inc, 2012.

Nataliana, Cindy. “Use Case Description Components,” Binus University Online. Tersedia dari <https://sis.binus.ac.id/2020/03/16/use-case-description-components/> Internet; diakses 27 Mei 2021.

Nurmoslim, Arillia. "Use Case Description," Binus University Online. Tersedia dari <https://sis.binus.ac.id/2016/06/15/use-case-description/> Internet; diakses 27 Mei 2021.

PTC. "Vuforia". PTC Online. Tersedia dari <https://www.ptc.com/en/products/vuforia> Internet; diakses 8 Agustus 2021.

Rahmat, Berki. "Analisis dan Perancangan Sistem Pengenalan Bangun Menggunakan *Augmented Reality*," Universitas Sumatra Utara (2011). [e-journal] <https://123dok.com/document/dy4wm2vq-analisis-perancangan-sistem-pengenalan-bangun-menggunakan-augmented-reality.html> (diakses 26 Mei 2021).

Rumpe, Bernhard. *Modeling with UML Language, Concepts, Methods*. Springer International Publishing Switzerland, 2016.

Ruparupa. "Ruparupa.com," Ruparupa Online. Tersedia dari <https://www.ruparupa.com/about-us> Internet; diakses 30 Juni 2021.

Safaat, Nazarudin. *Aplikasi Smart Report*. Penerbit Informatika, 2011.

Schrepp, Martin. "User Experience Questionnaire Handbook," [e-journal] <https://www.ueq-online.org/Material/Handbook.pdf> (diakses 6 Januari 2021).

Statista. "Number of e-commerce users in Indonesia from 2017 to 2025 (*in millions*)," Statista Online. Tersedia dari <https://www.statista.com/forecasts/251635/e-commerce-users-in-indonesia> Internet; diakses 24 Mei 2021.

Turban., Lee., Liang., and Turban D.C. *Electronic Commerce: A Managerial and Social Networks Perspective*. Springer International Publishing Switzerland, 8th ed, 2015.

Unity Technology. "Unity". Unity Online. Tersedia dari <https://unity.com/> Internet; diakses 8 Agustus 2021.

Whitten and Lonnie D. Bentley, 7th ed. *Systems Analysis and Design Methods*. McGraw-Hill Companies, 2007.

Wearesocial. "Digital 2020: 3.8 Billion People Use Social Media," Wearesocial Online. Tersedia dari <https://wearesocial.com/blog/2020/01/digital-2020-3-8-billion-people-use-social-media> Internet; diakses 24 Mei 2021.