

## DAFTAR PUSTAKA

- Agarwal, R., dan Umphress, D., 2008, Extreme Programming for a Single Person Team, *ACM-SE 46: Proceedings of the 46th Annual Southeast Regional Conference on XX*, 82–87. <https://doi.org/10.1145/1593105.1593127>
- Armanda, T., dan Putra, A. D., 2020, Rancang Bangun Aplikasi E-Commerce untuk Usaha Penjualan Helm. *Jurnal Informatika Dan Rekayasa Perangkat Lunak (JATIKA)*, 1(1), 17–24. <http://jim.teknokrat.ac.id/index.php/informatika>
- Asri, S. A., Sunaya, I. G. A. M., Rudiastari, E., dan Setiawan, W., 2018, Web Based Information System for Job Training Activities Using Personal Extreme Programming (PXP), *Journal of Physics: Conference Series*, 1, 953 <https://doi.org/10.1088/1742-6596/953/1/012092>
- Dzhurov, Y., Krasteva, I., & Ilieva, S., 2009, Personal Extreme Programming-An Agile Process for Autonomous Developers, *Proceedings of International Conference on Software, Service & Semantic Technologies*. <https://research.uni-sofia.bg/handle/10506/251>
- Eriana, S. E., dan Zein, A., 2021, Penerapan Metode Personal Extreme Programming dalam Perancangan Aplikasi Pemilihan Ketua HMSI dengan Weighted Product, *Jurnal Ilmu Komputer JIK*, 2. <https://jurnal.pranataindonesia.ac.id/index.php/jik/article/view/97>
- Hady, E.L., Haryono, K., dan Rahayu, N.W., 2020, User Acceptance Testing (UAT) of the Prototype of Students' Savings Information System (Case Study: Al-Mawaddah Islamic Boarding School), *Jurnal Ilmiah Multimedia dan Komunikasi*, 5, 1-10.
- Hidayat, A., dan Nuryasin, I., 2020, Rancang Bangun Sistem Informasi Pembukuan Keuangan Menggunakan Arsitektur Hierarchical Model view

- controller Dengan Pendekatan PXP (Studi Kasus: CV. Anugerah Mandiri), *REPOSITOR*, 2(7), 863–870. <https://doi.org/10.22219/repositor.v2i7.769>
- Hidayatulloh, S., 2015, Optimalisasi GITHUB untuk Software Project Management dengan Memanfaatkan Notifikasi SMS, *Jurnal Informatika, II*. <https://doi.org/10.31311/ji.v2i1.64>
- Humphrey, W. S., 2000, *The Personal Software Process SM (PSP SM)*, <https://resources.sei.cmu.edu/library/asset-view.cfm?assetid=5283>
- Nik, A. N. A., dan Megat, S. P. N. N. A., 2021, Performing User Acceptance Test with System Usability Scale for Graduation Application, *Proceedings - 2021 International Conference on Software Engineering and Computer Systems and 4th International Conference on Computational Science and Information Management, ICSECS-ICOCSIM 2021*, 86–91. <https://doi.org/10.1109/ICSECS52883.2021.00023>
- Perdana, S., dan Rahman, A., 2019, Penerapan Manajemen Proyek dengan Metode CPM (Critical Path Method) pada Proyek Pembangunan SPBE, *Jurnal Pengabdian Kepada Masyarakat*, 3(1). <https://doi.org/10.32696/ajpkm.v3i1.235>
- Priyatna, B., Hananto, A.L., dan Nova, M., 2020, Application of UAT (User Acceptance Test) Evaluation Model in Minggon E-Meeting Software Development, *SYSTEMATICS*, 2, 110-117.
- Putri, M. P., dan Bobby, 2020, Sistem Informasi Manajemen Proyek PT. Samudera Perkasa Konstruksi Berbasis Web, *MATRIK: Jurnal Manajemen, Teknik Informatika Dan Rekayasa Komputer*, 20(1), 85–96. <https://doi.org/10.30812/matrik.v20i1.716>
- Rosidah, dan Arantika, T., 2018, Peran Teknologi untuk Pengembangan Karir Sekretaris, *Jurnal Efisiensi-Kajian Ilmu Administrasi Edisi Februari*, 1,

43–50.

<https://journal.uny.ac.id/index.php/efisiensi/article/view/24485/12051>

Setiawan, D., dan Saputra, E. H., 2015, Penerapan Konsep Customer Relationship Management (CRM) Berbasis Website pada UD TOYORIZ BUSINDO, *Jurnal Ilmiah DASI*, 16(1), 34–39.

<https://ojs.amikom.ac.id/index.php/dasi/article/view/227/212>

Septiyanto, A. F., Suharso, W., dan Nuryasin, I., 2020, Sistem Informasi Program Keluarga Harapan (PKH) Menggunakan Metode Personal Extreme Programming dengan Metode Prioritas Ranking, *REPOSITOR*, 2(12), 1671–1678. <https://doi.org/10.1088/1742-6596/953/1/012092>

Silalahi, M. A., Madaniyah, S. S., Lisnawati, Adnin, S. S., dan Warjiyono, 2021, Model Extreme Programming: Rancang Bangun Sistem Informasi Penggajian Karyawan PT. Gemilang Lestari Teknindo, *Jurnal Sistem Informasi Akuntansi (JASIKA)*, 1(2), 2776–2973.

<http://jurnal.bsi.ac.id/index.php/jasika>

Ulfi, M., Marthasari, G. I., dan Nuryasin, I., 2020, Implementasi Metode Personal Extreme Programming dalam Pengembangan Sistem Manajemen Transaksi Perusahaan (Studi Kasus: CV. Todjoe Sinar Group), *REPOSITOR*, 2(3), 261–268. <https://doi.org/10.22219/repositor.v2i3.619>

Wells, D., 1999, *When should Extreme Programming be Used?*

<http://www.extremeprogramming.org/when.html>, 01 Februari 2022.