

**DAFTAR PUSTAKA**

- Deitel, P., Deitel, H., & Deitel, A. (2008). *Internet & Word Wide Web* (J. Halcomb, Ed.; 5th ed.). HOW TO PROGRAM.
- Django. (2005). *Django Introduction*. DjangoProject. <https://www.djangoproject.com/start/overview/>
- Edwin, N. M. (2014, July). *Software Frameworks*. Scrip.Org. <https://www.scirp.org/journal/paperinformation?paperid=47999#r1>
- Gede, P., Cipta Nugraha, S., Putu, I., Indrawan, Y., Kadek, I., & Asmarajaya, A. (2022). RANCANG BANGUN SISTEM INFORMASI E-COMMERCE BERBASIS WEBSITE (STUDI KASUS TOKO KOMPUTER DI DENPASAR). *INSERT: Information System and Emerging Technology Journal*, 3(1), 53.
- Jabat, D., Tarigan, L., Purba, M., & Purba, M. (2022). Pemanfaatan Platform E-Commerce Melalui Marketplace. *Jurnal Ekonomi, Bisnis Dan Teknologi*, 2, 16–21.
- Jain, V., Malvia, B., & Arya, S. (2021). An Overview of Electronic Commerce (e-Commerce). *Journal of Contemporary Issues in Business and Government*, 27(3). <https://doi.org/10.47750/cibg.2021.27.03.090>
- Kadir, A. (2013). *JavaScript&jQuery* (P. Hernita, Ed.; 1st ed.). ANDI OFFSET.
- Kusumatriisna, A., Anggraini, K., Sutarsih, R., & Wulandari, V. (2023). *Statistik eCommerce 2022/2023*. Badan Pusat Statistik.
- Mufti, A. J., Roshan, M., Ragel, G., & Thakur Editors, N. V. (2020). Information and Communication Technology for Competitive Strategies (ICTCS 2020). In A. Joshi, M. Mahmud, R. G. Ragel, Nileshsingh, & Thakur (Eds.), *Lecture Notes in Networks and Systems* (Vol. 191). <http://www.springer.com/series/15179>

- Pargaonkar, S. (2023). A Comprehensive Research Analysis of Software Development Life Cycle (SDLC) Agile & Waterfall Model Advantages, Disadvantages, and Application Suitability in Software Quality Engineering. *International Journal of Scientific and Research Publications*, 13(8), 120–124. <https://doi.org/10.29322/ijsrp.13.08.2023.p14015>
- Purnama Sari, A., Akbar Refina, I., & Bayu Rendra, D. (2022). RANCANG BANGUN E-COMMERCE PADA TOKO BAJU WANITA DENGAN MENGGUNAKAN METODE WATERFALL. *KOLONI: Jurnal Multidisiplin Ilmu*, 1(1), 2828–6863.
- Putra, W. A., Fitri, I., & Hidayatullah, D. (2022). Implementasi Waterfall dan Agile dalam Perancangan E-commerce Alat Musik Berbasis Website. *Jurnal Teknologi Informasi Dan Komunikasi*, 6(1), 2022. <https://doi.org/10.35870/jti>
- Ridwan, M., & Fitri, I. (2021). Rancang Bangun Marketplace Berbasis Website menggunakan Metodologi Systems Development Life Cycle (SDLC) dengan Model Waterfall. *Jurnal Teknologi Informasi Dan Komunikasi*, 5(2), 2021. <https://doi.org/10.35870/jti>
- Shufiputra, M., & Waluyo, I. G. (2023). Rancang Bangun Aplikasi E-Commerce Pada Toko Citra Menggunakan Teknologi Spa Terintegrasi Payment Gateway. *Jurnal Ilmu Komputer Dan Pendidikan*, 1(6), 1428–1436. <https://journal.mediapublikasi.id/index.php/logic>
- Srinath, K. R. (2017). Python-The Fastest Growing Programming Language. *International Research Journal of Engineering and Technology*. [www.irjet.net](http://www.irjet.net)
- Taher, G. (2021). E-Commerce: Advantages and Limitations. *International Journal of Academic Research in Accounting, Finance and Management Sciences*, 11(1). <https://doi.org/10.6007/ijarafms/v11-i1/8987>
- Tukunang, H. (2023, January 5). *Website: Definition, Types, Elements, and Benefits*. Web Development & Design.

- Wahid, A. A. (2020). Analisis Metode Waterfall Untuk Pengembangan Sistem Informasi. *Jurnal Ilmu-Ilmu Informatika Dan Manajemen STMIK*, 1–5. <https://www.researchgate.net/publication/346397070>
- Wijoyo, A., Sanjaya, R., Sauri, S., Rozaky, S., & Afif, M. H. (2023). Rancang Bangun Aplikasi E-Commerce Berbasis Web Menggunakan Model Waterfall (Studi Kasus : Mandapal Indonesia). *Jurnal Ilmu Komputer Dan Pendidikan*, 1(6). <https://journal.mediapublikasi.id/index.php/logic>
- Zola, A. (n.d.). *What is Bootstrap?* Techtarget. Retrieved August 22, 2024, from <https://www.techtarget.com/whatis/definition/bootstrap>