

DAFTAR PUSTAKA

- A.S, R., & Shalahuddin, M. (2015). Pemodelan dan UML. In *Rekayasa Perangkat Lunak*.
- Adi Nugroho. (2014). Penggunaan UML. *Wijayanti*.
- Andrews, P. (2013). Adobe Photoshop CS3 A-Z. In *Adobe Photoshop CS3 A-Z*.
<https://doi.org/10.4324/9780080551593>
- Anwar, Nizirwan et.al. (2018). Komparatif Performance Model Keamanan Menggunakan Metode Algoritma AES 256 bit dan RSA. *Jurnal Resti Vol 2(3)*.
- Argawal B.B. Agarwal, S.P. Tayal, M. G. (2010). *Software engineering and testing*.
- Azuma, R. T. (2017). Making Augmented reality a reality. *Optics InfoBase Conference Papers*. <https://doi.org/10.1364/3D.2017.JTu1F.1>
- Creighton, R. H. (2010). Unity 3D Game Development by Example. In *PACKT Publishing*.
- Erra, U., Scanniello, G., & Colonnese, V. (2018). Exploring the effectiveness of an augmented reality dressing room. *Multimedia Tools and Applications*.
<https://doi.org/10.1007/s11042-018-5758-2>
- Iprice. (2018). Peta E-Commerce Indonesia.
- Jackson, W. (2013). Learn Android App Development. In *Learn Android App Development*. <https://doi.org/10.1007/978-1-4302-5747-9>
- Kho, D. (2018). Pengertian Skala Likert dan Cara Menggunakan Skala Likert.
- Nisak, Z. (2004). Analisis Swot Untuk Menentukan Strategi Kompetitif. *Analisis Swot Untuk Menentukan Strategi Kompetitif*.
<https://doi.org/10.1038/sc.1991.24>
- Riihiaho, S. (2017). Usability Testing. In *The Wiley Handbook of Human Computer Interaction Set*. <https://doi.org/10.1002/9781118976005.ch14>
- Rosa AS, m. S. (2014). Pengertian activity diagram.

Sadagopan, S. (2008). E-commerce. In *Operations Research Applications*.

Vuforia. (2018). Optimizing Target Detection and Tracking Stability.

Yaoyuneyong, G. S., Pollitte, W. A., Foster, J. K., & Flynn, L. R. (2018). Virtual dressing room media, buying intention and mediation. *Journal of Research in Interactive Marketing*. <https://doi.org/10.1108/JRIM-06-2017-0042>