

## DAFTAR PUSTAKA

- Abidin, Z. (2020). *Fiqih Ibadah*. Deepublish.
- Aizid, R. (2016). *Mukjizat 13 Sunnah Harian Nabi*. Safirah.
- Al-Forih, A. H. (2019). *SUNNAH DAN ZIKIR HARIAN NABI SHALLALLAHU ALAIHI WASALLAM*.
- Cooper, A., Reimann, R., Cronin, D., Noessel, C., Csizmadi, J., & Lemoine, D. (2014). *About Face The Essentials of Interaction Design Fourth Edition*.
- Ernesto, M. (2019). *The Journey of Firebase — Cloud Firestore*. Medium.Com.  
<https://manuelernest0.medium.com/the-journey-of-firebase-cloud-firestore-52d0fe8362e9>
- Fitri, A. (2015). *MEMBIASAKAN MELAKSANAKAN TUJUH AMALAN RASULULLAH SAW*.
- Google Developers. (2022a). *Cloud Firestore*. <https://firebase.google.com/docs/firestore>.
- Google Developers. (2022b). *Cloud Functions for Firebase*.  
<https://firebase.google.com/docs/functions?hl=id>.
- Google Developers. (2023). *Index types in Cloud Firestore - Firebase - Google*.  
<https://firebase.google.com/docs/firestore/query-data/index-overview?hl=id>.
- Google Developers Training team. (2018, September). *Android Developer Fundamentals (Version 2) — Concepts*. <https://www.gitbook.com/>. <https://google-developer-training.github.io/android-developer-fundamentals-course-concepts-v2/unit-1-get-started/lesson-1-build-your-first-app/1-0-c-introduction-to-android/1-0-c-introduction-to-android.html>
- Guntoro, & Ardiansyah. (2019). Pengembangan Aplikasi Mutaba'ah untuk Evaluasi Ibadah Harian Berbasis Android. In *Jurnal Sarjana Teknik Informatika* (Vol. 7, Issue 2).  
<http://journal.uad.ac.id/index.php/JSTIF>
- Hadiprakoso, R. B. (2020). *Rekayasa Perangkat Lunak*. RBH.
- Hamud, A. (2015). *Penjelasan Tentang Sunnah-Sunnah Sehari-Hari*. Maktaba Dar-us-Salam.  
[www.darussalampublishers.com](http://www.darussalampublishers.com)
- Heusser, M. (2021). *What is a black box (black box testing)?*  
<https://www.techtarget.com/Searchsoftwarequality/Definition/Black-Box>.

- Khawas, C., & Shah, P. (2018). Application of Firebase in Android App Development-A Study. *International Journal of Computer Applications*, 179(46), 49–53.  
<https://doi.org/10.5120/ijca2018917200>
- Malinga, J. (2023). *DART OOP (Object-Oriented Programming) Concepts*.  
<https://Flutterwithjanith.Medium.Com/Dart-Oop-Object-Oriented-Programming-Concepts-7b10102fa45e>.
- Napoli, M. L. (2020). *Flutter A Hands On Guide to App Development*. John Wiley & Sons, Inc.
- Pebrianto, D. (2017). *Pembuatan Aplikasi Mutaba'ah Amal Yaumi (Imutabaah) Berbasis Android*.
- Pressman, R. S. (2010). *Software Engineering: A Practitioner's Approach* (Seventh). McGraw-Hill. [www.mhhe.com/pressman](http://www.mhhe.com/pressman).
- Purnomo, R. F., Purbo, O. W., & Aziz, RZ. Abd. (2020). *Firestore - Membangun Aplikasi Berbasis Android*. Andi.
- Qalbi, R. W., & Derta, S. (2020). *Perancangan Aplikasi Monitoring Ibadah Harian Siswa Berbasis Android di SMAN 2 Tilatang Kamang*.
- Rashmi. (2021, January 29). *How to Build Activity Diagrams*. Medium.Com.
- Rauf, A. A. A. (2021). *PEDOMAN DAUROH AL-QUR'AN Kajian Ilmu Tajwid Disusun Secara Aplikatif*.
- Rumpe, B. (2017). Agile modeling with UML: Code generation, testing, refactoring. In *Agile Modeling with UML: Code Generation, Testing, Refactoring*. Springer International Publishing. <https://doi.org/10.1007/978-3-319-58862-9>
- S. Gillis, A. (2021). *What is object-oriented programming?*  
<https://Www.Techtarget.Com/Searcharchitecture/Definition/Object-Oriented-Programming-OOP>.
- Thornton, E. (2021). *CODING PROJECTS IN FLUTTER A Hands-On, Project-Based Introduction to Mobile App Development*.
- Tim ilmiah Indonesian Community Care Center. (2016). *Beribadah Sesuai Fiqih*.
- Zein, M., & Darto. (2012). *Evaluasi Pembelajaran Matematika*. Daulat Riau.