

DAFTAR PUSTAKA

- Armi, H., & Budayawan, K. (2021). Pengembangan Aplikasi Mobile Menggunakan Javascript React Native untuk E-Ticketing Pertandingan Sepakbola. *Voteteknika (Vocational Teknik Elektronika dan Informatika)*, 9(1), 152. <https://doi.org/10.24036/voteteknika.v9i1.111217>
- Bajammal, M., Mazinianian, D., & Mesbah, A. (2018, September 3). Generating reusable web components from mockups. *ASE 2018 - Proceedings of the 33rd ACM/IEEE International Conference on Automated Software Engineering*. <https://doi.org/10.1145/3238147.3238194>
- Bhalla, A., Garg, S., & Singh, P. (2020). Present Day Web-Development Using ReactJS. *International Research Journal of Engineering and Technology (IRJET)*, 7(5). www.irjet.net
- Christopher. (2020, April 13). *How To Maximize Reusability For Your React Components*. <https://jsmanifest.com/how-to-maximize-reusability-for-your-react-components/>
- Coe, M. E. (2019, Februari). *Business growth through mobile site speed - Think with Google*. Think With Google. <https://www.thinkwithgoogle.com/marketing-strategies/app-and-mobile/mobile-site-speed-importance/>
- Developers, G. (2016). *Overview - Chrome Developers*. <https://developer.chrome.com/docs/devtools/overview/>
- Eneman, R. (2016). Improving load time of SPAs-An evaluation of three performance techniques. *DiVA*. <https://www.diva-portal.org/smash/get/diva2:945665/FULLTEXT01.pdf>
- Facebook. (2023). *GitHub - facebook/react: A declarative, efficient, and flexible JavaScript library for building user interfaces*. <https://github.com/facebook/react>
- Google. (2022). *Lighthouse - Chrome Developers*. <https://developer.chrome.com/docs/lighthouse/>
- Google. (2023). *Google Chrome - Download the Fast, Secure Browser from Google*. <https://www.google.com/chrome/>
- Haryana, K. S. (2008). Pengembangan Perangkat Lunak Dengan Menggunakan

- Php. *Jurnal Computech & Bisnis*, 2(1), 14–21.
- Imaniawan, F. F. D., & Nur, H. M. (2019). Perancangan Dan Pembuatan Website Penjualan Biji Kopi Pada Society Coffee House Purwokerto. *EVOLUSI - Jurnal Sains dan Manajemen*, 7(1), 61–67. <https://doi.org/10.31294/evolusi.v7i1.5030>
- Javeed, A. (2019). Performance Optimization Techniques for ReactJS. *Proceedings of 2019 3rd IEEE International Conference on Electrical, Computer and Communication Technologies, ICECCT 2019*, 1–5. <https://doi.org/10.1109/ICECCT.2019.8869134>
- Jeong, H. S. (2022). *Improvement of Search Engine Optimization in Single Page Applications based on modern JavaScript libraries and frameworks*. Karlstad University, Karlstad Business School (from 2013).
- Kainu, L. (2022). Optimization in React.JSs: Methods, Tools, and Techniques to Improve Performance. *Tampere University*.
- Koivukoski, J. (2021). Reducing the Loading Time of a Single Page Web Application [Aalto University]. In *Aalto University*. https://aaltodoc.aalto.fi/bitstream/handle/123456789/109332/master_Koivukoski_Jesse_2021.pdf?sequence=2&isAllowed=y
- Kyle, J. (2020). *React-loadable*. <https://github.com/jamiebuilds/react-loadable>
- Manu, G. A., & Kande, M. C. (2019). Perbandingan Content Management System Dengan Metode Saw (Simple Additive Weighting) Dalam Implementasi Pembuatan Website Sekolah. *Jurnal Pendidikan Teknologi Informasi (JUKANTI)*, 2(2), 23–31. <https://doi.org/10.37792/jukanti.v2i2.70>
- MDN. (2022, November 23). *What's AJAX?* https://developer.mozilla.org/en-US/docs/Web/Guide/AJAX/Getting_Started#whats_ajax
- MDN. (2023, Januari 13). *SPA (Single-page application)*. <https://developer.mozilla.org/en-US/docs/Glossary/SPA>
- Miller, R. B. (1968). RESPONSE TIME IN MAN-COMPUTER CONVERSATIONAL TRANSACTIONS. *Proceedings of the 1968 Fall Joint Computer Conference*, 33(pt 1), 267–277. <https://doi.org/10.1145/1476589.1476628>
- MYERS, G. J., BADGETT, T., & SANDLER, C. (2012). *THE ART OF*

- SOFTWARE TESTING* (Third Edit). John Wiley & Sons, Inc.
- Nah, F. (2003). A Study on Tolerable Waiting Time: How Long Are Web Users Willing to Wait? *AMCIS*.
<http://aisel.aisnet.org/amcis2003><http://aisel.aisnet.org/amcis2003/285>
- Nielsen, J. (1993). Response Times: The 3 Important Limits. In *Usability Engineering*. Nielsen Norman Group.
<http://www.nngroup.com/articles/response-times-3-important-limits/>
- Overflow, S. (2021). *Popular Technologies - Framework and Libraries*.
<https://insights.stackoverflow.com/survey/2021#section-most-popular-technologies-other-frameworks-and-libraries>
- Overflow, S. (2022). *Stack Overflow Developer Survey 2022*.
<https://survey.stackoverflow.co/2022/#web-frameworks-and-technologies>
- Overflow, S. (2023, Januari 14). *Javascript Frameworks Trends*.
<https://insights.stackoverflow.com/trends?tags=reactjs%2Cvue.js%2Cangular%2Csvelte%2Cangularjs%2Cvuejs3>
- Platforms, M. (2023). *React – A JavaScript library for building user interfaces*.
<https://reactjs.org/>
- Pressman, R. S. (2002). *Rekayasa Perangkat Lunak: Pendekatan Praktisi (Buku Dua)* (2 ed.). Penerbit Andi.
- Pressman, R. S. (2010). *Software Engineering: A Practitioner's Approach*. 7th Edition. New York : McGraw-Hill. In *Media Jurnal Informatika*.
- Putra, I. S., Ferdinandus, F., & Bayu, M. (2019). Sistem Pendukung Keputusan Pemilihan Paket Pernikahan Dengan Metode Saw Berbasis Web. *CAHAYAtech*, 8(2), 136. <https://doi.org/10.47047/ct.v8i2.50>
- Rahmadi, M. P., Hanif, R. A. M., & Febriani, I. C. (2021). *APLIKASI PROGRAM KERELAWANAN BERBASIS ANDROID MENGGUNAKAN METODE WATERFALL DENGAN FRAMEWORK REACT NATIVE ANDROID BASED VOLUNTEER PROGRAM APPLICATION USING WATERFALL*. 1–5.
- React. (2022). *Code-Splitting – React*. <https://reactjs.org/docs/code-splitting.html>
- React. (2023a). *Lazy*. <https://react.dev/reference/react/lazy>
- React. (2023b). *Virtual DOM and Internals*. [reactjs.org. https://reactjs.org/docs/faq-internals.html#what-is-the-virtual-dom](https://reactjs.org/docs/faq-internals.html#what-is-the-virtual-dom)

- Richardson, L., Amundsen, M., & Ruby, S. (2013). *RESTful Web APIs*. O'Reilly Media, Inc. <https://www.oreilly.com/library/view/restful-web-apis/9781449359713/>
- Statcounter. (2022, Desember). *Browser Market Share Worldwide*. <https://gs.statcounter.com/browser-market-share/all/worldwide/2022>
- Tanudjaja, D., & Tanone, R. (2021). Analisis Penerapan Code Splitting Library React pada Aplikasi Penjualan Mebel Berbasis Website. *Jurnal Teknik Informatika dan Sistem Informasi*, 7(2). <https://doi.org/10.28932/jutisi.v7i2.3493>
- Wahyudin, Y., & Rahayu, D. N. (2020). Analisis Metode Pengembangan Sistem Informasi Berbasis Website: A Literatur Review. *Jurnal Interkom: Jurnal Publikasi Ilmiah Bidang Teknologi Informasi dan Komunikasi*, 15(3), 26–40. <https://doi.org/10.35969/interkom.v15i3.74>
- Widodo, P., & Saputra, G. E. (2018). Perancangan Website E-Commerce Penjualan Alat Olahraga Pencak Silat. *Indonesia Journal On Networking and Security*, 8(1), 17–26.

