



### **Hak cipta dan penggunaan kembali:**

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

### **Copyright and reuse:**

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

## DAFTAR PUSTAKA

- Anabatic, (2018). *Corporate* [online]. Tersedia di: <https://www.anabatic.com/id/en/post/8/Our-History> [Diakses 18 Februari 2019].
- Anabatic, (2018). *Corporate* [online]. Tersedia di: <https://www.anabatic.com/id/en/post/3/Vision2C-Mission-26-Value> [Diakses 18 Februari 2019].
- Bucchiarone, N. Dragoni, S. Dustdar, S. T. Larsen and M. Mazzara, "From Monolithic to Microservices: An Experience Report from the Banking Domain," in *IEEE Software*, vol. 35, no. 3, pp. 50-55, 2018.
- Keshab Katuwal. Microservices: A Flexible Architecture for the Digital Age Version 1.0. American Journal of Computer Science and Engineering. Vol. 3, No. 3, 2016, pp. 20-24.
- Refactory, (2017). Microservices Architecture [online]. Tersedia dalam: <https://refactory.id/post/22-microse%20rvices-architecture> [diakses 1 maret 2019].
- Scrum. (2018). Apa itu Scrum [online]. Tersedia dalam: <http://www.scrum.co.id/what-is-scrum> [diakses 15 Maret 2019].

