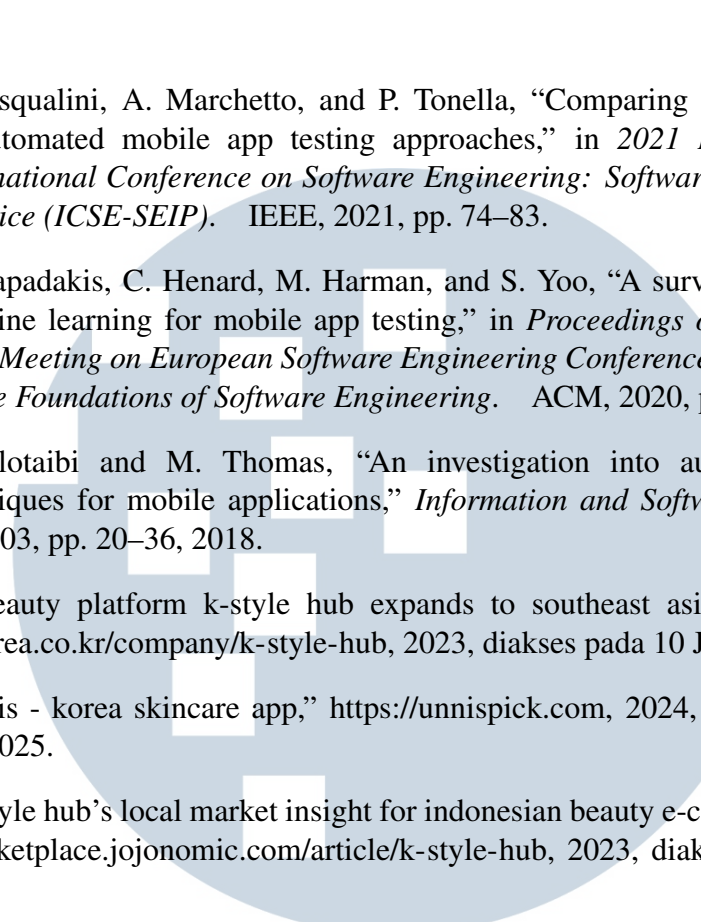


DAFTAR PUSTAKA

- [1] I. Malavolta, S. Ruberto, T. Soru, and P. Lago, "Assessing the impact of api change and fault proneness on the user-perceived quality of android apps," *Empirical Software Engineering*, vol. 20, no. 4, pp. 879–918, 2015.
- [2] H. Al-Khalifa, L. Tahat, and M. A. Alshraideh, "Mobile application testing: A systematic literature review," *Journal of Software Engineering and Applications*, vol. 9, no. 09, p. 459, 2016.
- [3] M. Sabetzadeh and A. Hartman, "Mobile app testing in the wild: Challenges and solutions," in *Proceedings of the 39th International Conference on Software Engineering Companion*. IEEE Press, 2017, pp. 47–49.
- [4] D. Amalfitano, A. R. Fasolino, P. Tramontana, S. De Carmine, and A. Memon, "Using gui ripping for automated testing of android applications," in *2012 IEEE/ACM International Conference on Automated Software Engineering*. IEEE, 2012, pp. 258–261.
- [5] Q. Li and M. B. Cohen, "Survey on mobile application testing," *Journal of Systems and Software*, vol. 149, pp. 582–602, 2019.
- [6] S. Sharma and R. Gupta, "A survey on automated testing frameworks for mobile applications," in *Proceedings of the 2020 11th International Conference on Computing, Communication and Networking Technologies (ICCCNT)*. IEEE, 2020, pp. 1–6.
- [7] A. Mesbah, A. Van Deursen, and S. Roest, "A survey of automated web application testing," *Software Testing, Verification and Reliability*, vol. 22, no. 3, pp. 159–194, 2012.
- [8] B. Shahzad, M. Nawaz, and I. Ahmad, "A systematic literature review on mobile app testing tools and frameworks," in *2021 IEEE/ACS 18th International Conference on Computer Systems and Applications (AICCSA)*. IEEE, 2021, pp. 1–8.
- [9] E. Niyazov, I. Sircar, and A. K. Misra, "Automated testing of mobile applications: A systematic literature review," *ACM Computing Surveys (CSUR)*, vol. 53, no. 3, pp. 1–45, 2020.
- [10] R. Pradhan, S. Saha, and D. Kundu, "A survey on automated gui testing techniques for android apps," in *2022 IEEE 46th Annual Computers, Software, and Applications Conference (COMPSAC)*. IEEE, 2022, pp. 1226–1235.
- [11] R. Srikanth and R. Ramaswamy, "Automated mobile app testing using machine learning," in *2018 International Conference on Advances in Computing, Communications and Informatics (ICACCI)*. IEEE, 2018, pp. 2232–2236.

- 
- The logo of Universitas Multimedia Nusantara (UMN) is a large, light blue circular emblem. Inside the circle, the letters 'UMN' are prominently displayed in a bold, sans-serif font. Below the circle, the full name of the university, 'UNIVERSITAS MULTIMEDIA NUSANTARA', is written in a smaller, all-caps, sans-serif font.
- [12] S. Pasqualini, A. Marchetto, and P. Tonella, “Comparing the effectiveness of automated mobile app testing approaches,” in *2021 IEEE/ACM 43rd International Conference on Software Engineering: Software Engineering in Practice (ICSE-SEIP)*. IEEE, 2021, pp. 74–83.
- [13] M. Papadakis, C. Henard, M. Harman, and S. Yoo, “A survey on the use of machine learning for mobile app testing,” in *Proceedings of the 28th ACM Joint Meeting on European Software Engineering Conference and Symposium on the Foundations of Software Engineering*. ACM, 2020, pp. 193–204.
- [14] Y. Alotaibi and M. Thomas, “An investigation into automated testing techniques for mobile applications,” *Information and Software Technology*, vol. 103, pp. 20–36, 2018.
- [15] “K-beauty platform k-style hub expands to southeast asia,” <https://www.giikorea.co.kr/company/k-style-hub>, 2023, diakses pada 10 Juli 2025.
- [16] “Unnis - korea skincare app,” <https://unnispick.com>, 2024, diakses pada 10 Juli 2025.
- [17] “K-style hub’s local market insight for indonesian beauty e-commerce,” <https://marketplace.jojonomic.com/article/k-style-hub>, 2023, diakses pada 10 Juli 2025.

UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA