

REFERENCES

1. Akbar, M. A., Sang, J., Khan, A. A., Shafiq, M., Hussain, S., Hu, H., . . . Xiang, H. (2017). Improving the quality of software development process by introducing a new methodology–AZ-model. *IEEE Access*, 6, 4811-4823.
2. Amalfitano, D., Fasolino, A. R., Tramontana, P., De Carmine, S., & Memon, A. M. (2012). *Using GUI ripping for automated testing of Android applications*. Paper presented at the 2012 Proceedings of the 27th IEEE/ACM International Conference on Automated Software Engineering.
3. Benavides, D., Segura, S., Trinidad, P., & Ruiz-Cortés, A. (2005). *Using Java CSP solvers in the automated analyses of feature models*. Paper presented at the International Summer School on Generative and Transformational Techniques in Software Engineering.
4. Campos, P., & Nunes, N. (2007). Towards useful and usable interaction design tools: CanonSketch. *Interacting with Computers*, 19(5-6), 597-613.
5. Cardello F., (2020).14 no code apps to help build your next startup. Available : <https://webflow.com/blog/no-code-apps>
6. *Cattell, R. (1980)*. Automatic derivation of code generators from machine descriptions. *ACM Transactions on Programming Languages and Systems (TOPLAS)*, 2(2), 173-190.
7. Engineering, A. S. R. D. (2018). *8 Ways to Improve Software Testing through Planning, Work Environment, Automated Testing, and Reporting* [Online]. Available:<https://www.altexsoft.com/blog/engineering/8-ways-to-improve-software-testing-through-planning-work-environment-automated-testing-and-reporting/> [Accessed].
8. Frenken, M., Willemse, T. A., Océ, L. v. G., Bunte, O., & Denkers, J. (2019). Code generation and model-based testing in context of OIL
9. Froehlich, J., & Dourish, P. (2004). *Unifying artifacts and activities in a visual tool for distributed software development teams*. Paper presented at the Proceedings. 26th International Conference on Software Engineering.
10. Huang, S., Gohel, V., & Hsu, S. (2007). *Towards interoperability of UML tools for exchanging high-fidelity diagrams*. Paper presented at the Proceedings of the 25th Annual ACM international Conference on Design of

Communication.

11. Jackson, D. (2020). 2019 Software Development Price Guide & Hourly Rate Comparison. Retrieved from <https://www.fullstacklabs.co/blog/>
12. Jacques, N. (2019). *Jump Start Vue.js*: SitePoint.
13. Jørgensen, A. H., & Myers, B. A. (2008). User interface history. In *CHI'08 Extended Abstracts on Human Factors in Computing Systems* (pp. 2415-2418).
14. Kitchenham, B., & Pfleeger, S. L. (1996). Software quality: the elusive target [special issues section]. *IEEE software*, 13(1), 12-21.
15. Kite Agency,. (2019), Software Development Hourly Rates. Retrieved from: <https://www.kite.agency/software-development-hourly-rates>
16. Koetsier, J. (2016). Evaluation of JavaScript frameworks for the development of a web-based user interface for Vampires. *Informatica—Universiteit van Amsterdam*.
17. Pancheri, R. (2015). Design and Implementation of a Graphical User Interface for Elektra.
18. Rainer, G., & Miller, E. K. (2000). Effects of visual experience on the representation of objects in the prefrontal cortex. *Neuron*, 27(1), 179-189.
19. Robbins, J. E. (1999). *Cognitive support features for software development tools*: University of California, Irvine.
20. Rugaber, S., Hemel, Z., & Stirewalt, K. (2013). *Live logic programming*. Paper presented at the 2013 1st International Workshop on Live Programming (LIVE).
21. Samlaus, R. (2015). *An Integrated Development Environment with Enhanced Domain-Specific Interactive Model Validation*. Linköping University Electronic Press
22. Shabiralyani, G., Hasan, K. S., Hamad, N., & Iqbal, N. (2015). Impact of Visual Aids in Enhancing the Learning Process Case Research: District Dera Ghazi Khan. *Journal of education and practice*, 6(19), 226-233.
23. Song, J., Zhang, M., & Xie, H. (2019). Design and Implementation of a Vue.js-Based College Teaching System. *International Journal of Emerging Technologies in Learning (iJET)*, 14(13), 59-69.
24. Steinbeck, C., Han, Y., Kuhn, S., Horlacher, O., Luttmann, E., & Willighagen, E. (2003). The Chemistry Development Kit (CDK): An open-source Java

- library for chemo-and bioinformatics. *Journal of chemical information and computer sciences*, 43(2), 493-500.
25. Timbol, M. (2001). Development system with visual design tools for creating and maintaining Java Beans components. In: Google Patents.
 26. Vogel-Heuser, B., Witsch, D., & Katzke, U. (2005). *Automatic code generation from a UML model to IEC 61131-3 and system configuration tools*. Paper presented at the 2005 International Conference on Control and Automation.
 27. Wallis, G., & Bülthoff, H. (1999). Learning to recognize objects. *Trends in cognitive sciences*, 3(1), 22-31.
 28. webflow., (2020). Break the code barrier. Retrieved from <https://webflow.com/responsive-website-builderr>
 29. <https://moqups.com>
 30. <https://vuetifyjs.com/en/>