

## СПИСОК ВИКОРИСТАНИХ ДЖЕРЕЛ

1. Клюба, М. А. Мобільний застосунок для взаємодії з пристроями на платформі Arduino по Bluetooth : дипломний проєкт ... бакалавра : 121 Інженерія програмного забезпечення / Клюба Максим Андрійович. – Київ, 2022. – 123 с.
2. Arduino Documentation. URL: <https://docs.arduino.cc/>.
3. Bodker, S. (2021). Through the interface: A human activity approach to user interface design. CRC Press.
4. Johnson, J. (2020). Designing with the mind in mind: simple guide to understanding user interface design guidelines. Morgan Kaufmann.
5. Amershi, S., Weld, D., Vorvoreanu, M., Fournay, A., Nushi, B., Collisson, P., ... & Horvitz, E. (2019, May). Guidelines for human-AI interaction. In Proceedings of the 2019 chi conference on human factors in computing systems (pp. 1-13).
6. Serial Bluetooth Terminal. URL: [https://play.google.com/store/apps/details?id=de.kai\\_morich.serial\\_bluetooth\\_terminal](https://play.google.com/store/apps/details?id=de.kai_morich.serial_bluetooth_terminal).
7. Bluetooth Controller for Arduino. URL: [https://play.google.com/store/apps/details?id=com.don.user.arduino\\_programmer\\_pro\\_fr](https://play.google.com/store/apps/details?id=com.don.user.arduino_programmer_pro_fr).
8. RemoteXY: Arduino control. URL: <https://play.google.com/store/apps/details?id=com.shevauto.remotexy.free>.
9. Bhagwat, P. (2001). Bluetooth: technology for short-range wireless apps. IEEE Internet computing, 5(3), 96-103.
10. Shorey, R., & Miller, B. A. (2000, December). The Bluetooth technology: merits and limitations. In 2000 IEEE International Conference on Personal Wireless Communications. Conference Proceedings (Cat. No. 00TH8488) (pp. 80-84). IEEE.
11. Bluetooth, S. I. G. (2020). Bluetooth technology.
12. Hassan, S. S., Bibon, S. D., Hossain, M. S., & Atiquzzaman, M. (2018). Security threats in Bluetooth technology. Computers & Security, 74, 308-322.

13. Wang, H. (2001). Overview of Bluetooth technology. State College, PA: Department of Electrical Engineering, Pennsylvania State University.
14. Bisdikian, C. (2001). An overview of the Bluetooth wireless technology. *IEEE Communications magazine*, 39(12), 86-94.
15. Arduino, S. A. (2015). *Arduino*. Arduino LLC, 372.
16. Banzi, M., & Shiloh, M. (2022). *Getting started with Arduino*. Maker Media, Inc..
17. Badamasi, Y. A. (2014, September). The working principle of an Arduino. In 2014 11th international conference on electronics, computer and computation (ICECCO) (pp. 1-4). IEEE.
18. Kondaveeti, H. K., Kumaravelu, N. K., Vanambathina, S. D., Mathe, S. E., & Vappangi, S. (2021). A systematic literature review on prototyping with Arduino: Applications, challenges, advantages, and limitations. *Computer Science Review*, 40, 100364.
19. Android Documentation. URL: <https://developer.android.com/docs>.
20. Mateus, B. G., & Martinez, M. (2020, October). On the adoption, usage and evolution of Kotlin features in Android development. In *Proceedings of the 14th ACM/IEEE International Symposium on Empirical Software Engineering and Measurement (ESEM)* (pp. 1-12).
21. Gotseva, D., Tomov, Y., & Danov, P. (2019, October). Comparative study java vs kotlin. In 2019 27th National Conference with International Participation (TELECOM) (pp. 86-89). IEEE.
22. Sarkar, A., Goyal, A., Hicks, D., Sarkar, D., & Hazra, S. (2019, December). Android application development: a brief overview of android platforms and evolution of security systems. In 2019 Third International conference on I-SMAC (IoT in Social, Mobile, Analytics and Cloud) (I-SMAC) (pp. 73-79). IEEE.
23. Hagos, T. (2019). *Android Studio IDE Quick Reference: A Pocket Guide to Android Studio Development*. Apress.

24. Smyth, N. (2019). *Android Studio 3.3 Development Essentials-Android 9 Edition: Developing Android 9 Apps Using Android Studio 3.3, Java and Android Jetpack*. Payload Media, Inc.
25. Asefa, B. G. (2022). *Building Android Component Library Using Jetpack Compose*.
26. Marchenko, S. (2023). *JETPACK COMPOSE: NEW APPROACHES TO ANDROID UI DEVELOPMENT*. Publishing House “Baltija Publishing”.
27. Nunkesser, R. (2021). *Choosing a Global Architecture for Mobile Applications*. Hamm-Lippstadt University of Applied Sciences.
28. Material Design. URL: <https://m3.material.io/>.
29. Clifton, I. G. (2015). *Android user interface design: Implementing material design for developers*. Addison-Wesley Professional.
30. Mew, K. (2015). *Learning Material Design*. Packt Publishing Ltd.
31. Morris, J. (2011). *Android user interface development*. Birmingham: Packt Publishing.
32. Kliuba M. A., Likhouzova T. A. Software tools for creating interfaces for interaction with Arduino via Bluetooth // Inter-branch scientific and technological digest «Adaptive systems of automatic control» № 2(43), 2023, p. 3-11.