Team: Mechanics.java

NRC:2963

# Program for customer control in a car mechanic workshop

#### **Problem**

Need for a system that helps keep track of <u>customers</u> who arrive at the mechanic shop to solve or fix a <u>car</u> desperfection and with this <u>system</u> could help <u>mechanics</u> simplify their work for example if this customer is a little frequent it can analyze If this problem is progressive or new, since it opened its registry the first day it came to the <u>machine</u> in this case the car already has a history thereby focus <u>resources</u> on the fault that the <u>vehicle</u> really has and thereby reduce expenses and increases the revenue.

### Overview

In a mechanical field, it is very complicated when the problem is not a simple sight, since they would have to make a complete analysis of the car that would lead to an unnecessary expenditure of resources, then the <u>mechanics</u> rely on the <u>customer's</u> vehicle history: how many times the vehicle has been damaged, which parts of the vehicle have been fixed, etc. so that the mechanics can discard some <u>points</u> of the car and thus simplify the work with this the mechanic trusts in what the client tells him and there are moments that the clients do not know and complicates the work and that is why the program enters, without the need of the critic of the <u>client</u> since its registration is in the system.

### **Background**

The central idea is that the mechanics no longer comply with manual activities, unlike everything is done based on the use of machines to avoid wasting time, and thus generating more economic income.

At the same time, you want to know how often cars attend to know how to generate <u>benefits</u> and promotions for customers, so that a better sale for the <u>owner</u> is generated

This <u>software</u> is needed to be implemented so that it has a greater reception and so that the attention of the mechanics is better and does not take much time to make these modifications to the vehicle

## **Analyst Comparison**

A simulation with imaginary money will be carried out, with which they can acquire a service and it can be paid in cash or transactions. Sales or <u>services</u> that are made keeping a history will be recorded.

In order to observe the <u>performance</u>, daily accounts will be maintained to know if losses or gains are being generated.

Another measure of knowing the performance is that at the end of a certain time or at the end of the year a sum of all the <u>gains</u> and <u>losses</u> will be made in order to know the exact benefit, this means that everything generated will take eliminates the basic expenses, necessary or additional that are generated at the least expected moment.