

Define CS, fit into CC	1. CUSTOMER SEGMENT(S) CS <div> 1. Common people 2. Fitness Enthusiasts 3. Sports persons </div>	6. CUSTOMER CONSTRAINTS CC <div> 1. By searching in online websites 2. By gathering the information from the peoples and come to understanding </div>	5. AVAILABLE SOLUTIONS AS <div> When the user don't have the knowledge about particular thing this kind of situation </div>	Explore AS, differentiate
Focus on J&P, tap into BE, understand RC	2. JOBS-TO-BE-DONE / PROBLEMS J&P <div> 1. Giving the necessary information for particular thing which needs for a person 2. Solving a persons doubt on a particular item </div>	9. PROBLEM ROOT CAUSE RC <div> 1. Unaware of the object 2. Difficulty in identifying the object </div>	7. BEHAVIOUR BE <div> When the user don't have the knowledge about a particular item this kind of situation occurs </div>	Focus on J&P, tap into BE, understand RC
Identify strong TR & EM	3. TRIGGERS TR <div> To help people to get extra knowledge about the thing </div> 4. EMOTIONS: BEFORE / AFTER EM <div> Before: unease about something with uncertain outcome After: pleasure of blessedness and brightness in face </div>	10. YOUR SOLUTION SL <div> This system is built by using Machine learning and CNN algorithm.By using this system,we can predict the nuritional value of the food item at any time any where </div>	8. CHANNELS of BEHAVIOUR CH <div> 8.1 ONLINE <div> Online websites Social media platforms </div> 8.2 OFFLINE <div> Customer throw words </div> </div>	Extract online & offline CH of BE