Project Design Phase-I

Proposed Solution Template

| Date | 23 September 2022 |
|---------------|---------------------------------|
| Team ID | PNT2022TMID42228 |
| Project Name | Project – Skill and Job |
| | Recommender (Cloud Application) |
| Maximum Marks | 2 Marks |

Proposed Solution Template:

Project team shall fill the following information in proposed solution template.

| S.No. | Parameter | Description |
|-------|-----------------------------|----------------------------------|
| 1. | Problem Statement (Problem | ➤ In order to Enhance the |
| | to be solved) | Opportunities and challenges to |
| | | provide job. |
| | | > To Protect great volume of |
| | | digital data |
| | | > To Satisfy the on the basis of |
| | | the need and requirement of |
| | | satisfaction. |
| 2. | Idea / Solution description | ➤ To Reduce the Risk |
| | | Assessment & Threat Analysis |
| | | in the platform. |
| | | Creating Prototype Solution so |
| | | that user can access Easily. |
| 3. | Novelty / Uniqueness | ➤ On-demand self service which |
| | | help the user to gain knowledge |
| | | regarding on specified job |
| | | Mobile end point security that |

| all the devices on their network and prevent unauthorized access. 4. Social Impact / Customer Satisfaction Frequently updating about requirements and Full filling the needs. User will get a Responsive speed Regarding the job they have searched. User friendly Layout and approach design. 5. Business Model (Revenue Model) Model) Commercializing about platforms in Social media, entertainment application so that user will have knowledge about our platforms how effective it is. Generating Revenue through the advertisement that display on the platform. 6. Scalability of the Solution Hyper scaling capabilities that includes the ability to provide | | | allows Organization to protect |
|--|----|-----------------------------|---|
| 4. Social Impact / Customer Satisfaction Frequently updating about requirements and Full filling the needs. User will get a Responsive speed Regarding the job they have searched. User friendly Layout and approach design. 5. Business Model (Revenue Model) Commercializing about platforms in Social media, entertainment application so that user will have knowledge about our platforms how effective it is. Generating Revenue through the advertisement that display on the platform. Kaling in Social media, entertainment application so that user will have knowledge about our platforms how effective it is. | | | all the devices on their network |
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| have searched. > User friendly Layout and approach design. 5. Business Model (Revenue Model) Model | | | User will get a Responsive |
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| entertainment application so that user will have knowledge about our platforms how effective it is. Generating Revenue through the advertisement that display on the platform. 6. Scalability of the Solution Hyper scaling capabilities that | 5. | Business Model (Revenue | Commercializing about |
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| on the platform. 6. Scalability of the Solution Hyper scaling capabilities that | | | Generating Revenue through |
| 6. Scalability of the Solution ➤ Hyper scaling capabilities that | | | the advertisement that display |
| | | | on the platform. |
| | | | |
| includes the ability to provide | 6. | Scalability of the Solution | ➤ Hyper scaling capabilities that |
| | | | includes the ability to provide |
| and add more resources to the | | | and add more resources to the |
| platforms. | | | platforms. |
| ➤ To improve job opportunities | | | > To improve job opportunities |
| to fresher and unemployed | | | to fresher and unemployed |
| person and also carrier | | | person and also carrier |

| development to the |
|-----------------------|
| industrialization and |
| organization. |