Define CS, fit into CC

Explore AS, differentiate

1. CUSTOMER SEGMENT(S) CS

Who is your customer?
i.e. working parents of 0-5 y

Product is the customer public people may act as a customer. Loss function.

5. CUSTOMER CONSTRAINTS CC

What constraints prevent your customers from taking action or limit their choices
of solutions? i.e. spending power, budget, no cash, network connection, available devices

A loss quality to be optimized.
A week learner to make predictions.
An addition model to add weak learners to minimize

8. AVAILABLE SOLUTIONS AS

Which solutions are available to the customers when they face the problem

or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking

product resale value prediction system is made purpose of prediction the Correct of use.

Focus on J&P, tap into BE, understand RC

2. JOBS-TO-BE-DONE / PROBLEMS J&P

Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides.

This resale value prediction system is made for general purpose to just predict the amount that can be roughly acquired by the user.

We try predict the amount of release by the best 70% accuracy so that user can get estimated value .

6. PROBLEM ROOT CAUSE RC

What is the real reason that this problem exists? What is the back story behind the need to do this job?
i.e. customers have to do it because of the change in regulations.

Quality is one of the key factor that will determine product value along with quantity.
Current demand predicts the organic .over all condition of the product.

9.. BEHAVIOUR BE

What does your customer do to address the problem and get the job done?

i.e. directly related: find the right solar panel installer, calculate usage and benefits; indirectly associated: customers spend free time on **volunteering** work (i.e. Greenpeace)

Quality purpose Quantity of the product history of review variety side effects

3. TRIGGERS

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What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news

Make advertisement on application free subscription.

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4. EMOTIONS: BEFORE / AFTER

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How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure > confident, in control - use it in your communication strategy & design.

BEFORE: Many product buyers fear the negotiation process.
AFTER:customer remorse is essentiallynan extremely negative response after purchasing an item.it can be related to a number of things.

7. YOUR SOLUTION

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If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality.
If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour.

Online store can be created for identifying and buying the product organic productions of high quality product select best products by its quality.

10.CHANNELS of BEHAVIOUR

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8.1 ONLINE
What kind of actions do customers take online? Extract online channels from #7

8.2 OFFLINE
What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.

All features are accessible during online.