

I n s t r u c t i o n s	<div>3. TRIGGERS</div> <div>What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news</div> <div>Make advertisement on application free subscription.</div>	<div>TR10. YOUR SOLUTION</div> <div>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.</div> <div>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.</div> <div>Online store can be created for identifying and buying the product organic productions of high quality product select best products by its quality.</div>	<div>SL8.CHANNELS of BEHAVIOUR</div> <div>8.1 ONLINE</div> <div>What kind of actions do customers take online? Extract online channels from #7</div> <div>8.2 OFFLINE</div> <div>What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.</div> <div>All features are accessible during online.</div>
	<div>4. EMOTIONS: BEFORE / AFTER</div> <div>How do customers feel when they face a problem or a job and afterwards?</div> <div>i.e. lost, insecure > confident, in control - use it in your communication strategy & design.</div> <div>BEFORE: Many product buyers fear the negotiation process.</div> <div>AFTER:customer remorse is essentiallyan extremely negative response after purchasing an item.it can be related to a number of things.</div>	<div>EM</div>	<div>CH</div>
understand	<div>roughly acquired by the user.</div> <div>We try predict the amount of release by the best 70% accuracy so that user can get estimated value .</div>	<div>product.</div>	<div>side effects</div>

Define CS, fit into CC

1. CUSTOMER S

Who is your customer?
i.e. working parents of

Product is th
people may a
Loss function

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