**CAR RESALE VALUE PREDICTION PROBLEM SOLUTION FIT TEAM ID-PNT2022TMID42065**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | 1.CUSTOMER SEGMENT(S)  **CS** | 6.CUSTOMER CONSTRAINT  **CC** | **5. AVAILABLE SOLUTIONS AS** |  |
|  | |  |  | | --- | --- | | • | Business people | | • | Public (citizens) | | • | Working parents | | • | Racers | | |  |  | | --- | --- | | • | **Anxiety-**customer began to get anxious when they still no idea about what they have found. | | • | **Mysteries-**they might Called it mysteries which they can't able to | | |  |  | | --- | --- | | • | By searching in online websites. | | • | By gathering the information from the peoples and come to understanding. | |  |
| **Focus**    **on**    **J&P,**    **tap**    **into**    **BE,**    **understand** |  | **9. PROBLEM ROOT CAUSE**   |  |  | | --- | --- | | • | Lack of study in the sequence of things | | • | Unaware of the object | | • | New to environment | |  | |
| **2. JOBS-TO-BE-DONE / PROBLEMS J&P**   |  |  | | --- | --- | | • | Giving the necessary information for particular thing which needs for customer | | • | Solving customer doubts | | **7. BEHAVIOUR BE**   |  | | --- | | When the user doesn’t have the knowledge about particular thing this kind of situation occurs. | | **Focus on**    **J&P,**    **tap**    **into**    **BE,**    **understand** |
|  |  |

**Extract**

**online**

**&**

**offline CH**

**of**

**BE**

|  |
| --- |
| This system is built by using Machine learning and regression model. By using this system, we can predict the resale value of the car at any time, anywhere. |

|  |  |
| --- | --- |
| •  • | Online websites  Social media platforms |
| **OFFLINE** |  |
| • | Customer throw words |

**10. YOUR SOLUTION SL 8. CHANNELS of BEHAVIOUR CH**



•

**Before:**

unease

about

something

with

an

uncertain outcome (showing worry)

•

**After:**

pleasure of blessedness and

brightness

in

face

.

**3.**

**TRIGGERS**

**TR**

**4.**

**EMOTIONS:**

**BEFORE**

**/**

**AFTER**

**EM**

•

Seeking

for

self

-

gratification

by

identity

the

thing

•

To

help

peoples

to

get

extra

knowledge

about

the

thing

**Identify**

**strong**

**TR**

**&**

**EM**

. **ONLINE**