

	1. CUSTOMER SEGMENT(S) CS <ul style="list-style-type: none"> Business people Public (citizens) Working parents Racers 	6. CUSTOMER CONSTRAINT CC <ul style="list-style-type: none"> Anxiety-customer began to get anxious when they still no idea about what they have found. Mysteries-they might call it mysteries which they can't able to 	5. AVAILABLE SOLUTIONS AS <ul style="list-style-type: none"> By searching in online websites. By gathering the information from the people and come to understanding. 	
Focus on J&P, tap into BE, understand	2. JOBS-TO-BE-DONE / PROBLEMS J&P <ul style="list-style-type: none"> Giving the necessary information for particular thing which needs for customer Solving customer doubts 	9. PROBLEM ROOT CAUSE RC <ul style="list-style-type: none"> Lack of study in the sequence of things Unaware of the object New to environment 	7. BEHAVIOUR BE <p>When the user doesn't have the knowledge about particular thing this kind of situation occurs.</p>	Focus on J&P, tap into BE, understand
	3. TRIGGERS TR <ul style="list-style-type: none"> Seeking for self-gratification by identifying the thing To help people to get extra knowledge about the thing <hr/> 4. EMOTIONS: BEFORE / AFTER EM <ul style="list-style-type: none"> Before: unease about something with an uncertain outcome (showing worry) After: pleasure of blessedness and brightness in face. 	10. YOUR SOLUTION SL <p>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.</p>	8. CHANNELS of BEHAVIOUR CH <p>ONLINE</p> <ul style="list-style-type: none"> Online websites Social media platforms <p>OFFLINE</p> <ul style="list-style-type: none"> Customer throw words 	