***HANDYMAN FINDER APPLICATION WITH BLOCKCHAIN PAYMENT***

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*In Kenya, when one wants to request for services, they would either need to know how to perform the service themselves or hire a local handyman to provide the service to them. The problem would arise where one does not know a local handyman or lacks the skills to carry out the tasks themselves. In existing apps, the payment systems are often slow take up to a day to complete a transaction and are costly as they involve high fees.*

*A proposed solution to the problem identified would be the implementation of an android application that would allow users to request for services online and enable them to pay for the services received using blockchain cryptocurrency to conduct payments that are faster, secure, and have a lower cost for services received.*

*Blockchain is a way of storing digital data where the data is stored in blocks that are chained together using hashes. The blocks cannot be modified once added thus enabling secure transactions and availability of a secure audit trail to track transactions. Payment of a service using the blockchain would add a block inside the blockchain which would facilitate payment of services and would also provide an efficient audit trail for transactions that occurred.*

*The methodology that would be applied in developing the application would be a prototype process model where a model of the system is created and rolled out to be tested. The model is reworked on until the customer is satisfied with the system. The model would then be rolled out as an end product.*

***Keywords:*** *Blockchain, Cryptocurrency, Flutter, Python*