PAYCHECK GET WHAT YOU PAYED FOR.

BACKGROUND & PROBLEM

• It costs money to generate, transmit, and distribute electricity. It also costs to build and maintain existing infrastructure.

• These are the reasons why people should pay electricity, but are often neglected as households tend to bridge electricity and use it illegally (not pay

for it).



PROPOSED SOLUTION

I introduce the PayCheck system, which keeps track of the electricity being used by households while considering the electricity units the household actually payed for.

Consists of the Following:

- + Households(nodes), Power Stations (nodes) and Power Supply/Electricity (edge).
 - *Households have (Household name & Actual payment for electricity)
 - *PowerStation have (Power station identifier e.g "PoleOne")
 - *Power Supply has (The cost of electricity supplied to a household)
- + Makes use of the Breath First Traversal to visit and inspect existing households and power stations

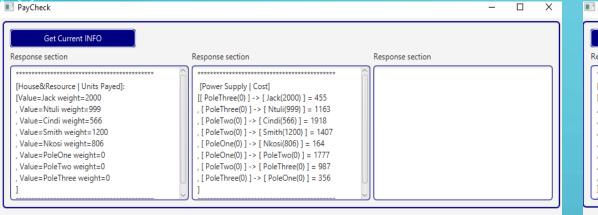
The system makes sure that for each household to receive electricity supply it has to pay for it. If the house uses more electricity than what it has payed for ,it will result in the house losing allocation of the electricity. This then highlights that the relationship between households and the supply of electricity depends on the payment from the household.

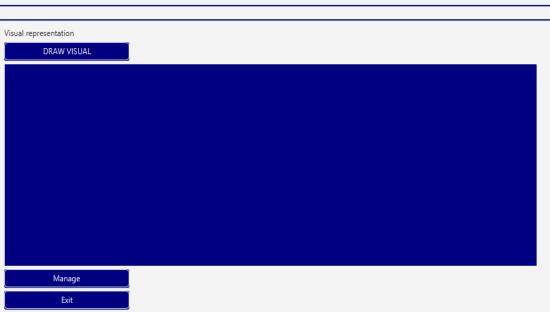


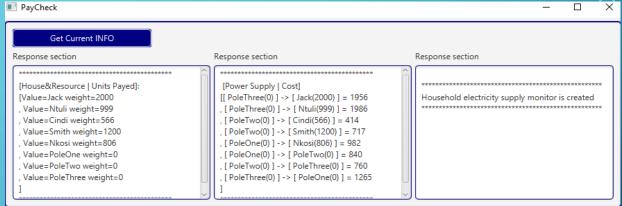
THUS HELPING US TO AVOID RESOURCE OVERLOAD WITHOUT FUNDING FOR MAINTENANCE

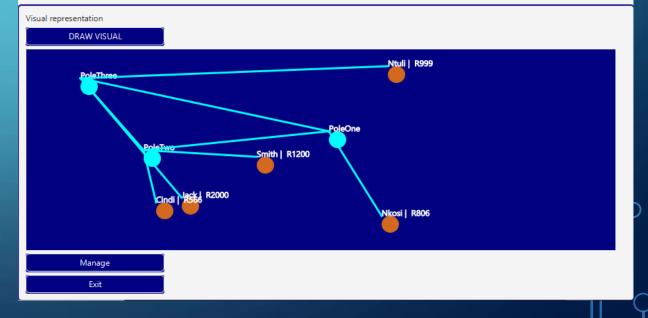
HOW PAYCHECK WORKS.

• Step 1: Retrieve current household and power supply data, including visuals

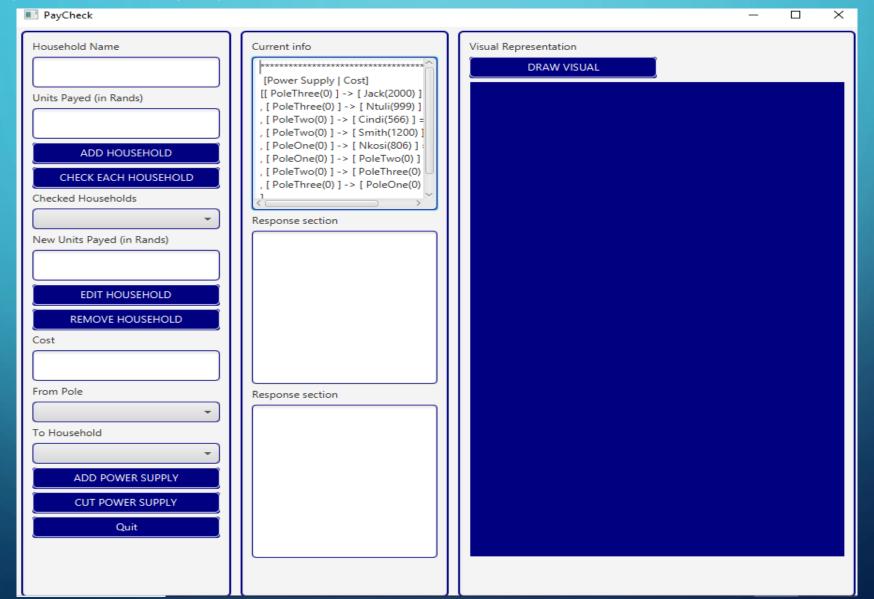




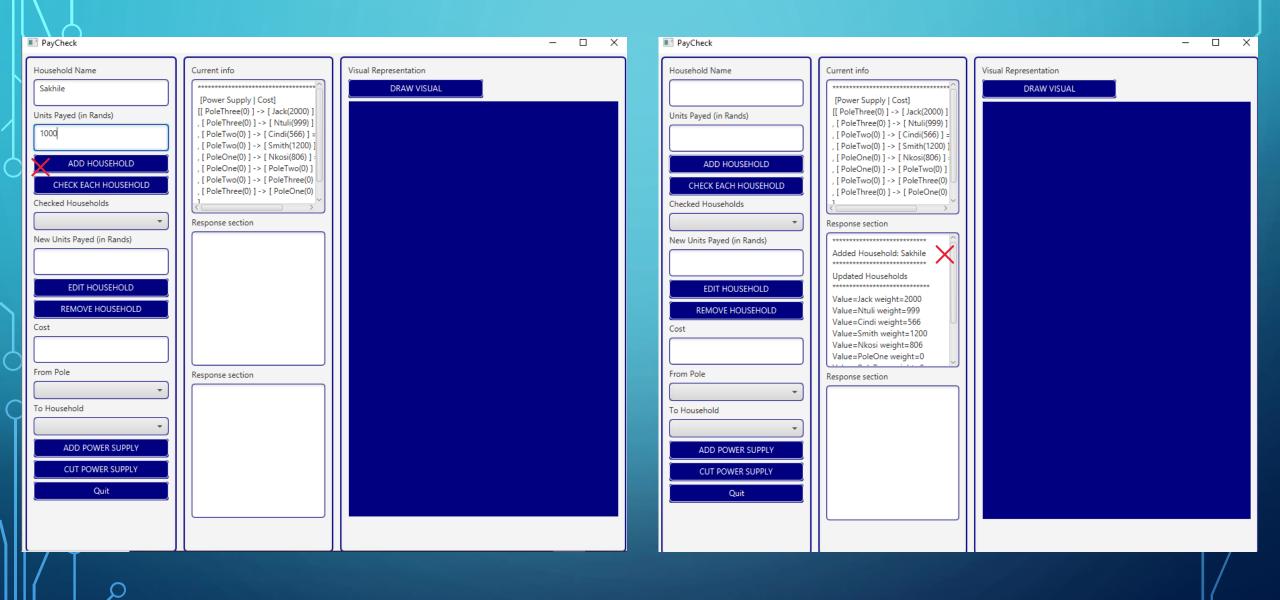




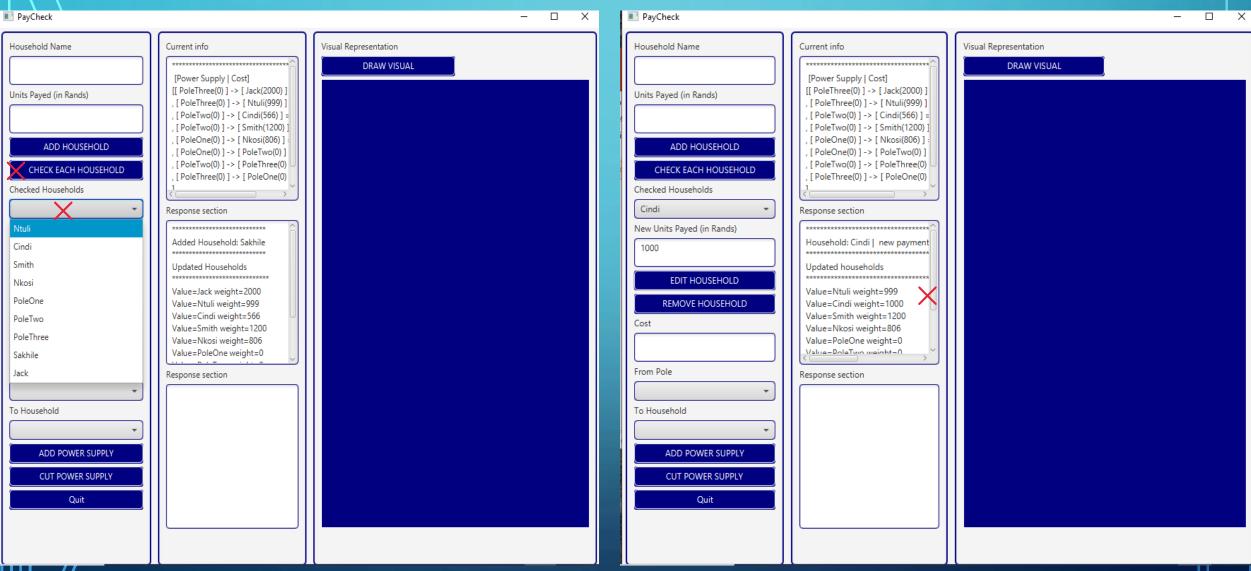
• Step2: Once you've gathered the information you can choose to manage it ,by going to the next page.



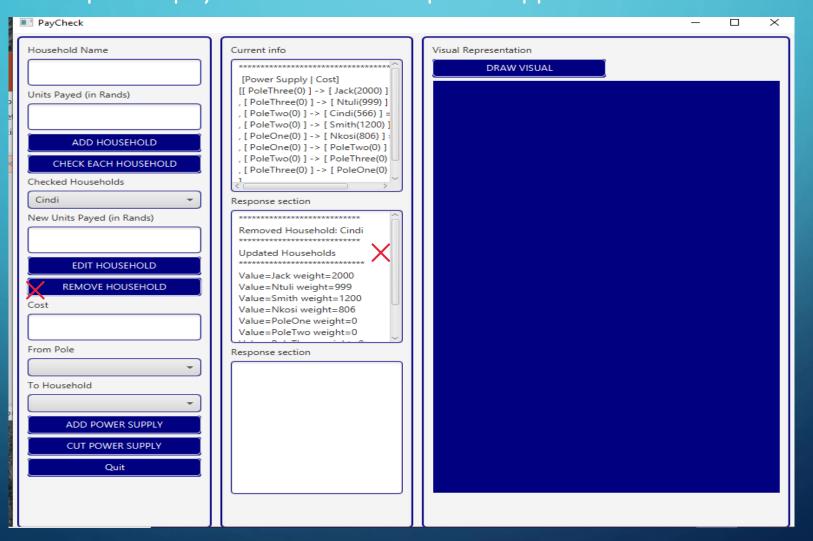
• Step3: You can add new household information.



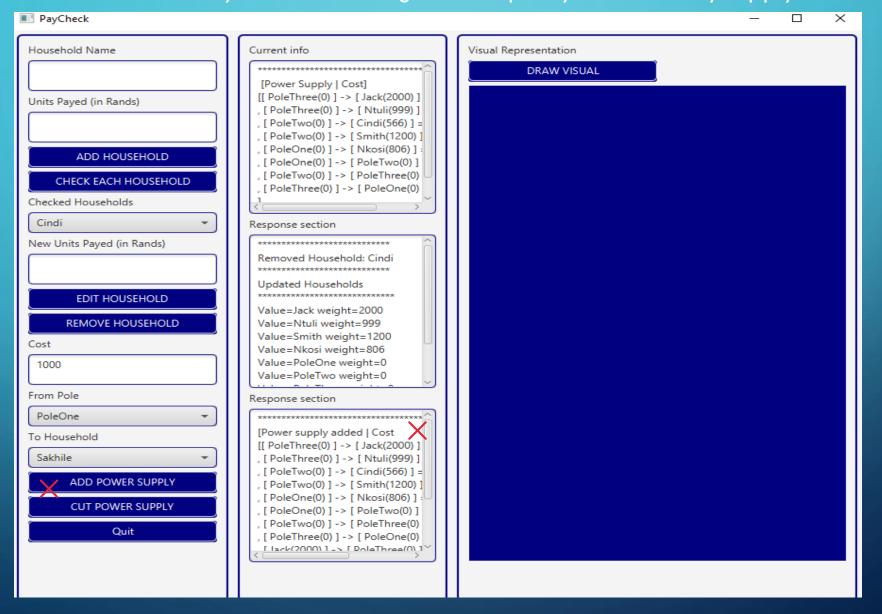
• Step 4: Check every household information (BFT Travesal), once the system completes the check, it will list the resulting households in a drop-box, which you will use to choose the household you wish to edit (only allows payment edit).



• The traversal will help with correctly removing a household who has met the conditions to lose electricity supply. The edge carries the household electricity cost and the node carries the actual amount the household payed for. After traversing the system will be able to compare the households updated payment and its cost of power supplied.



Step 4: You can add power supply to new households, existing households and even previously removed households if they were added again and qualify for electricity supply.



- Step 5: You may also just cut the power supply, instead of removing the penalised household from the data.
- System also provides space for updated visualisation of the information.

