Markup

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Introduction

The basic rule of a successful business model is to sell a product or service for more than it costs to produce or provide it. The Markup or markon it's the difference between the cost of a product or service and its sale price and can be calculated in your local currency or as a percentage of either cost or selling price.

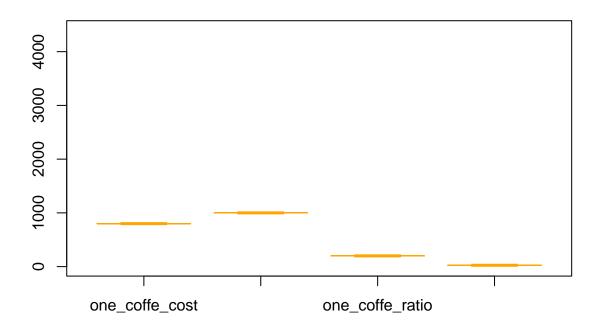
One coffe cost and it's markup

```
one_coffe_cost one_coffe_sell one_coffe_ratio one_coffe_markup
1 800 1000 200 25
```

Plotting the coffe markup

This is the one coffe markup, reduce costs per coffe to obtain a major markup, now the strategy for this situation is how to do that, good negotiations or extended contracts are just of many options that can be evaluated.

```
boxplot(per_coffe_markup, notch = TRUE, border = "Orange", ylim = c(0,4400))
```



The formula for revenue it's p*q and here are some vectors of one coffe values:

```
c <- 800 # cost (one_coffe_cost)
p <- 1000 # p price (one_coffe_sell)
q <- 5500 # q quantity or revenue</pre>
```

Weekly sales

Now the week sales situation it's 5500 coffes were sold, now this is the gross profit and week markup

```
COGS <- q*c # Cost of goods sold 4.400.000
COGS
```

[1] 4400000

```
revenue <- p*q # 5.500.000
revenue
```

[1] 5500000

```
Gross_Profit <- revenue - COGS # 5.500.000 - 4.400.000
Gross_Profit
```

[1] 1100000

^{**}p*q price per quantity**

```
Gross_Profit/COGS # This is the week markup
```

[1] 0.25

The week markup

Now the data it's well ordered in the week, obtaining a 25% markup, that's a good markdown

Ploting the markup week

Now this is the markup visualization sales week

Week Summary: 25% of Markup

