A STUDY AND IMPLEMENTATION OF HOME SERVICES IN TERMS OF CUSTOMIZED COMPUTERS & LAPTOP SERVICES USING DIGITALIZED APP

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Abstract: **In the advancing world of technology, Mobile application are a rapidly growing segment of the global market. Mobile application are evolving at a meteor pace to give users a rich and a fast user experience. In this paper we will see how to enhance or improve laptop shop business. The laptop shop business works on two main components customer and shop owner. The problem customer faces is that they have to come all the way to laptop shop to choose laptop & customize computers which is time consuming and if they order to create customizable computer such as for Gaming, Business purpose or for students there is no way for customer to track the progress of their order computers & laptop or they usually call to check progress because of that shop owner also has to keep phone near him and tell progress by asking workers which are in charge of making order. So to solve this problem my mobile application solution provide ease of solution for both customer and shop owner where customer can easily choose customizable computer from mobile app or can send specification of customizable computer or laptop that they want which save customer time and solve problem of customer to travel all the way to shop.And when shop owner receive the order it can easily confirm and notify the status of their computers & laptop through mobile app and after order is complete they can easily offer choice whether customer want their order to deliver home or pick from shop.**

Keywords: **Mobile application, consumer, laptop shop, services, solution, order.**

1. Introduction

In today worlds, where technology are changing or increasing in all possible ways and mobile phone are evolving and getting smarter to perform all tasks or needs of consumer in faster, reliable and efficient ways because of this consumer are spending most of the time in smartphone and want to do everything from there whether it's to pay bill or shopping etc.

So to expand or grow any business it is getting essential for any business to reach its consumer, as user now a days spending most of the time in smartphone so it's also getting important for business that there services can be access by consumer from smartphone which can be through application or website. Where application is nothing but a software which is set to run on mobile devices,

So to expand Laptop service to grand scale it is essential to commercialized and make it reach to the consumers with various medium, so the aim of my application is to provide support for vendor to expand its business and also for consumer to access their services easily and conveniently. Where application will contain user friendly GUI and consumer can easily browse, customize their order computer. After ordering consumer can also track progress and can receive push notification alerts of their order and can have convenient way whether to pick order or deliver to their address. This application will also provide and help the business owner to easily manage the orders and help him to easily notify consumer about their order progress.

Target platform

The availability market of android platform is huge then the other mobile operating system so our application going to be built in android platform which will be big advantage and hence means it will be available to higher number of consumer as in today market android is consider to be most used and powerful operating system which is also expanding on TV and wearables like watches.

2. Literature Review

Etymologically, experience means a test, an attempt, and refers to experimentation, that is to say the knowledge based upon sense experience as opposed to a pure and a priori knowledge. So experience is enabled by an individual learning process. Experience may also be revealed (for instance the mystical experience), which means that experience is part of the individual subjective insight experience. From an anthropological perspective, experience refers to how each individual experiments with his own culture [1]. Research in marketing defines experience as a personal and subjective moment that may build and transform a person's life; the principal dimension is the emotional and sensitive dimension, followed by the cognitive dimension[2]. Consumers may live in many ways; it depends on the social context, on the products and services and on the personal relationships that are related to the situation [3]. this dimension is related to the physical participation in the environment and the specific relationship the individual is committed to[4];A pragmatic dimension, that is to say the use of tools, artifacts and all the shopping practices which structure the rituals of consumption and shopping. Thus, it is a practice-based dimension; depending on the culture, the consumption may be defined by a precise setof acts and gestures so that the consumers make the brand and products theirs:
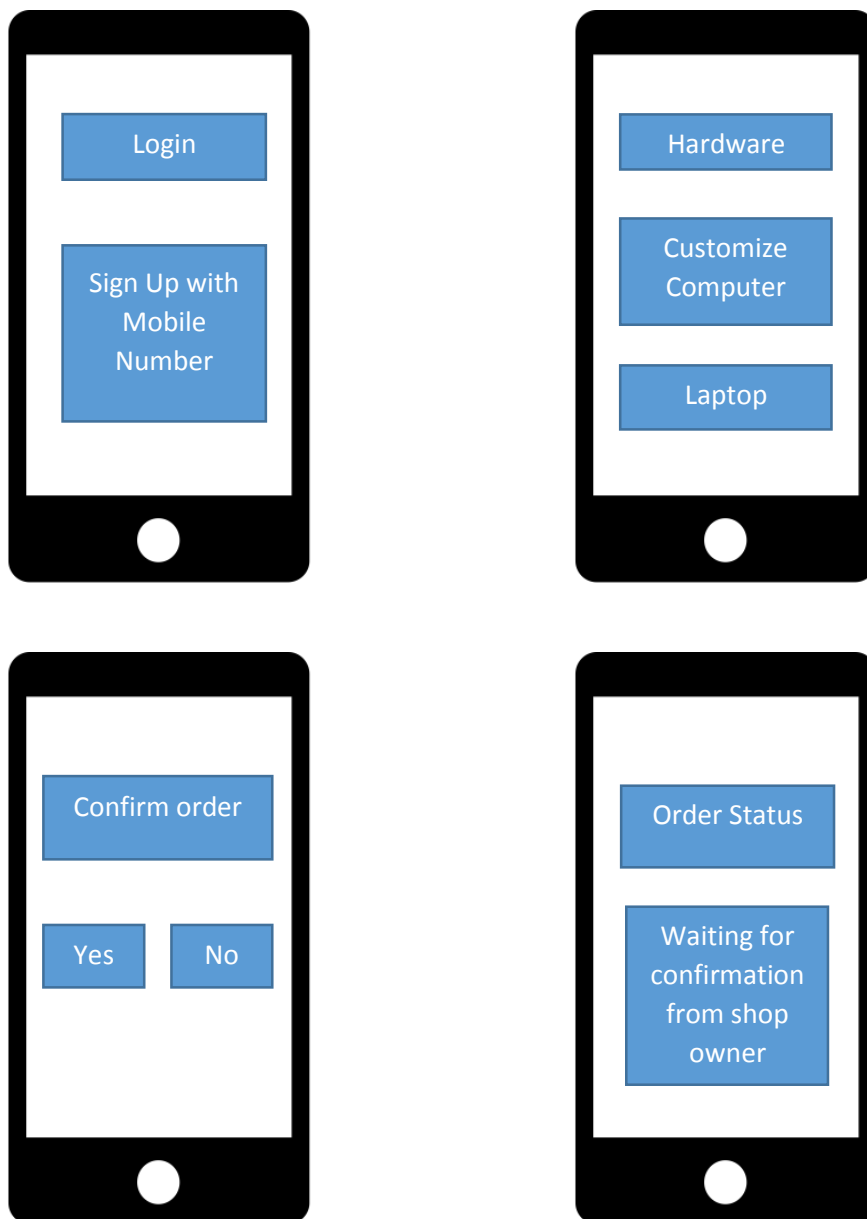
they "appropriate" them [5]. The individual is intending to participate in the experience, extra-ordinary or not; he/she wants to be part of the experimentation [6]; The experience undergone in a shopping context is a whole shopping experience [7].
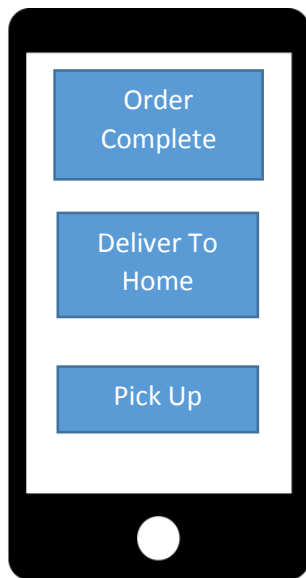
3. Architecture Framework

This paper proposes an application which will help shop owner service to grow their business or enhancing them. There are two different framework needed for application one for consumer and one for shop service owner. This same methodology is used in various app such as uber where the uber app is for the customer who uses the service and the uber driver app is for the cab driver who provides the service. Similarly, this app requires two variations, one for the client and one for the service provider.
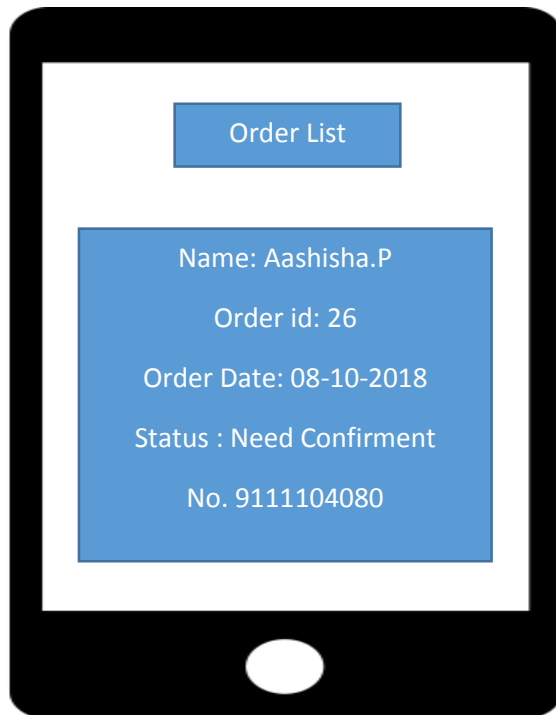
By using the application consumer can easily browse and choose laptop from mobile app or can send specification to customizable computer with requirement which help saving customer time and also solve problem of customer to travel all the way to shop. After placing the order shop service owner will receive the order and can confirm it whether their order is accepted or not, if not they will provide reason with it. Once the order is accepted the consumer will starting to receive alerts through push notification so they always know the status of their order once the order is complete they can easily offer choice whether customer want their order to deliver home or pick from shop.
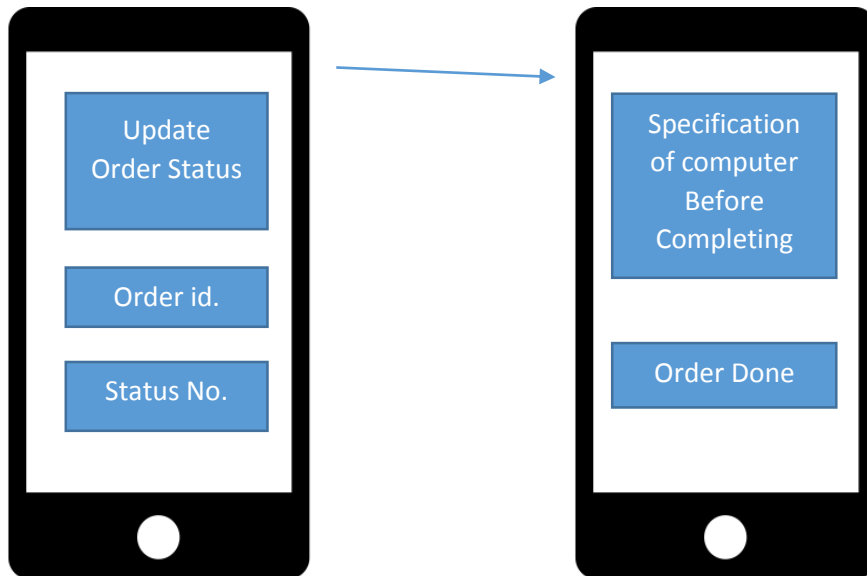
Design Client Side

Order Complete

Deliver To Home

Pick Up

Design Vendor Side

Order List

Name: Aashisha.P

Order id: 26

Order Date: 08-10-2018

Status : Need Confirment

No. 9111104080

Send User Update

Working Architecture

System Basic Architecture:
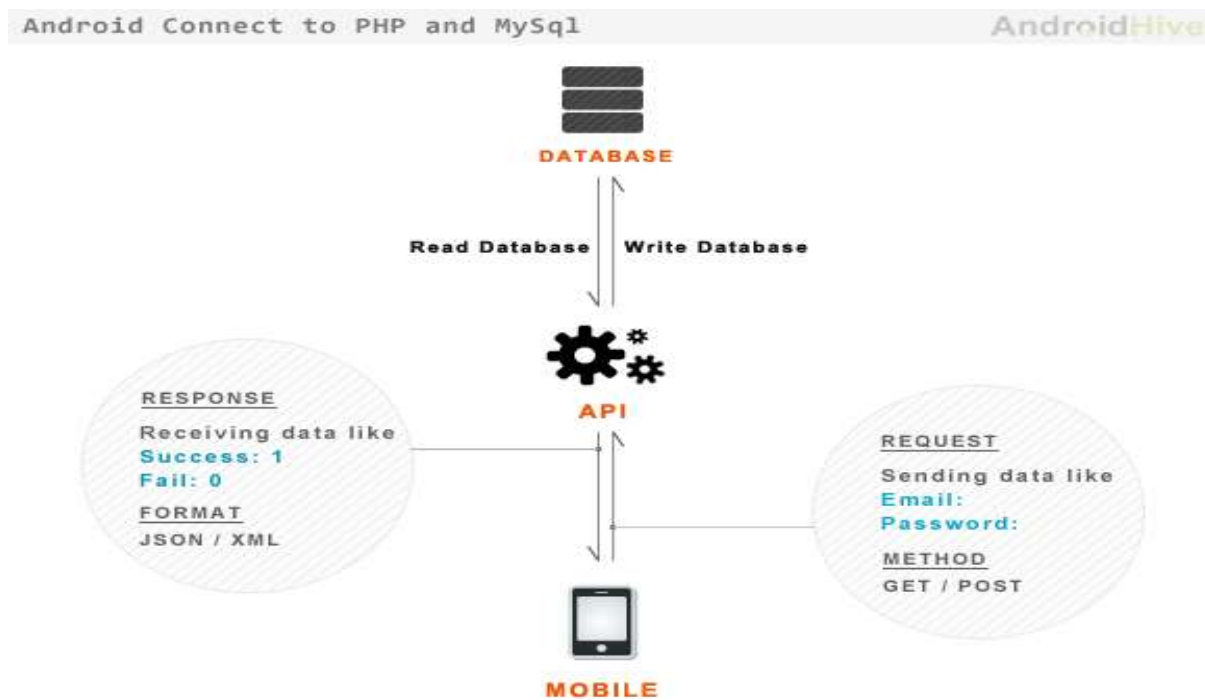
Fig 4.1 System Basic Architecture

[Source]:https://tinyurl.com/yaubhmvz

Flow Chart:
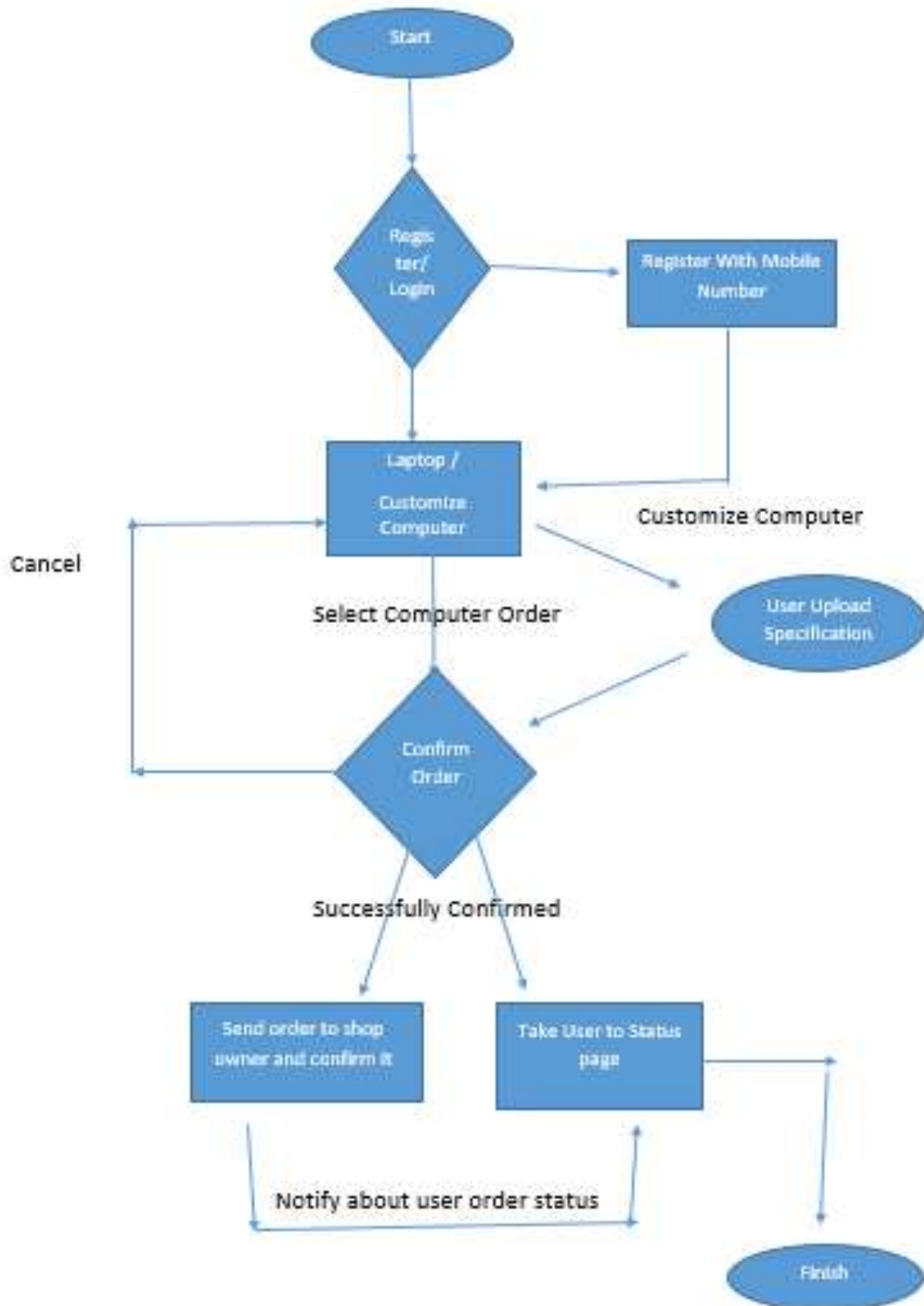
4. Advantages

➢ The application helps consumer to access services without going to their shop or destination.

➢ Provide Notification alerts about their order so no need to call again and again to ask status of order.

➢ Provide service after order is complete whether to pick order or deliver directly to home.

➢ Helps vendor or shop owner business to enhance its business and provide reliable service to their consumer.

5. Conclusion

This paper suggest business model for customize computers, laptop & hardware services to enhance its service and provide ease of solution to their consumer, if properly implemented could deliver a promising performance in boosting the professional capabilities to the services. As now a days consumers spent most of the time in smartphone and like to access to services from there. So manage their service efficiently and also help in increasing reach of their consumer in wider area and hence helping flourish their business

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