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## DEVELOPMENT OF GARMENT COSTING APPLICATION FOR KNITTED GARMENTS

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### ABSTRACT

*In the modern world the technology creates the rapid growth in the manufacturing sector. Costing is the most important factor for the top level management in the field of garment industries. As the technology grows the costing also plays a vital role in the field of textile. The costing should not be under costing and over costing to the materials manufactured in the organisation. Hence creating the mobile Application is important in the field of textile. The Researcher created the mobile application for garment costing to the knitted garments. In this study the Researcher had taken the concept of creating new mobile Application for costing in Garment sector.*

*In this study the Researcher developed the sample questions after developing the mobile application and given to the target customers. This study gives the suggestions to develop the mobile Application with extra features to the top managers in the organisation and the statistical methods are used to enhance the productivity by developing Application in the organisation*

**KEYWORDS:** *Apparel Industry, Garment Costing, Mobile Application*

### INTRODUCTION

In the Manufacturing sector Building a mobile application usually creates the costs such as the lot of

money and takes numerous program for each factor where it takes number of months to launch.



**Fig-1**

The mobile application creates fast and more simple way to create the own native costing application in the garment industries. The most significant problem

is that building a mobile application requires coding to each attribute in the software.



**Fig-2**

In most of the manufacturing sector the top level personnel is used to hire the professional mobile developer from outside or they will go for the external consultant to complete the task effectively. To develop the technology more efficiently the persons with highly qualified and experienced mobile developer will create the most optimized mobile application.

- Developing the mobile application requires the following importance for creating the most

beneficial mobile application to the target customers.

- The Mobile Application should enable to create a native application and it should not be the hybrid application
- The Mobile Application would do all of the hard work, without requiring much coding. Even if the developer, doesn't require the majority of the time on writing and testing every single line of coding in the application.



**Fig-3**

- In the application. Making changes and adding new or improved features, should give advantage to the user.
- The application should be able to easily customize the style properties for the users.
- The Designing layouts of the application shouldn't mean you have to dig into the details of each mobile platform where it should have full control over the look of the application's interface.
- The application would integrate with all the activities with existing services of the manufacturing sector.

**OBJECTIVES OF THE STUDY**

- 1) To study the development of costing Mobile application in garment industries.
- 2) To analyse the coding involved in Mobile application.
- 3) To prefer the factors that are influencing for mobile application
- 4) To suggest suitable solutions to enhance the features present in costing mobile application.

**SCOPE OF THE STUDY**

The Researcher had taken this study to analyse the mobile application for costing in Garment industries. Hence this mobile application is used to calculate only to costing for the garments. Further the mobile application can be created for different features required in Textile field. Hence the mobile application for costing is used for only knitted garments, so further research can be done for different types of fabrics.

**LIMITATIONS OF THE STUDY**

The research had the following limitations while conducting the study

- 1) The study is conducted only in the feature of costing and only to knitted garments in tirupur city.

- 2) The study examined only customers' perception factor and confined to 50 respondents.

**RESEARCH METHODOLOGY**

The study is a descriptive study. Both Primary data and secondary datas are used for coding in the mobile application. Where primary data was collected to analyse the usage of the customers with the help of structured questionnaire administered to 50 respondents in Tirupur city and the type of sampling was convenient sampling.

**RESEARCH DESIGN**

Research design is purely and simply the framework or plan for a study that guides the collection and analysis of the data. The research design indicates the methods of research for gathering information.

**SOURCE OF DATA - PRIMARY DATA AND SECONDARY DATA**

The primary data are those, which are collected a fresh and for the first time, and thus happen to be original in character. There are several methods of collecting primary data, particularly in survey and descriptive research. Some important ones are observation method, interview method, through questionnaire, through schedules etc. The data were collected through structured questionnaire. The Secondary data are collected for coding and for performing programs for the mobile application.

**STATISTICAL TOOLS**

**PERCENTAGE ANALYSIS**

The Percentage analysis is an effective tool to study the attributes of the respondents. Each response by the respondent to a particular statement is plotted into frequency table and quantified. The entire response to the statement is considered as 100 percent and each of the choice within the statement is measured as what percentage does it holds to the total response to that particular statement.

$$\text{Percentage of respondents} = \frac{\text{Number of respondents}}{\text{Total respondents}} \times 100$$

**PERCENTAGE ANALYSIS- AGE OF THE RESPONDENTS**

S.NO	AGE GROUP	TOTAL	PERCENTAGE
1.	BELOW 25	10	20
2.	25-35	15	30
3.	35-50	10	20
4.	50 AND ABOVE	15	30
	<b>TOTAL</b>	<b>50</b>	<b>100</b>

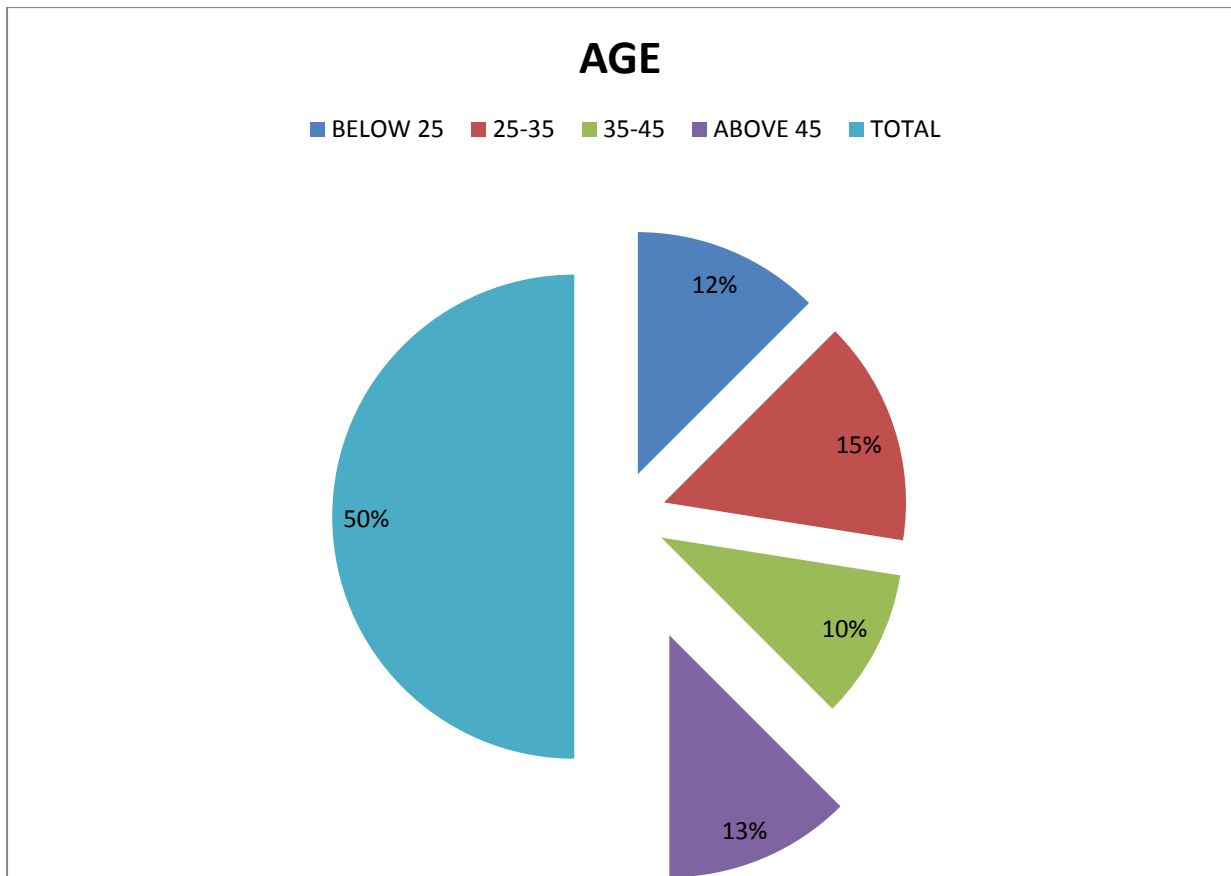
**INTERPERTATION**

The above table shows that 20 percent are in Below 25,30 percent are in the category of 25-35, 20 percent are in the category of 35-50 and Above 50 age group are belongs to 30 percent .

**INFERENCE**

Majority (30) of the respondents are from 25 to 35 years old and above 50 age group.

**CHART -AGE OF RESPONDENTS**



**SUGGESTIONS**

The suggestions are analysed from target customers by getting feedback with them by structure questionnaire where the mobile application is a platform for analysing the costing in the Garment industries.

1. The respondents felt that as they are convenient with mobile application and for certain age group they are not able to work with Small Screen Size mobiles..
2. The mobile platform is very difficult for opening windows in Mobile application.
3. The respondents had problem with Navigation as Most of the mobile devices do not have mouse like pointer, so it has limited flexibility in navigation.
4. Many device support limited number of characters in message or email so they are having problem with size of messages.
5. The cost of cell phone, mobile application and the internet bandwidth charge is high.

**DISCUSSION & CONCLUSION**

In the current scenario the Technology plays an important role in the Garment industries as mostly the personnel are using mobile phones and for them it is very difficult to do costing in the manufacturing sector. So the researcher created the mobile application particularly for costing in the Textile field. Though all the limitation of mobile environment and mobile application, the uses and

popularity of mobile application are increasing day by day by the people in industry to get update in their industry. Hence the researcher made a survey with the target customers about the mobile application , so many respondents give so many suggestions to enhance the feature of mobile application in the Garment sector

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