COEPD – Traditional Development

Capstone Project1 – Part -1

**DINESH KULKARNI**

Online Agriculture Products Store

**Question 1 – BPM**

Identify Business Process Model for Online Agriculture Store – (Goal, Inputs, Resources, Outputs,

Activities, Value created to the end Customer)

Goal: -To provide online platform for purchasing agriculture products to farmers

Inputs: -Product orders, Company information, Product details, Farmers information, Payment information

Resources: -Mobile and Web online store app, Payment interface, Agriculture products stock, Customer support team, Shipping arrangement

Outputs: -Orders, Payment confirmation, Product delivered, Feedback from farmers

Activities: -

1.Farmers can browse products

2.Farmers can add products to cart

3.Farmeres can make Payment

4.Orders can process

5.Orders can be shipped to farmers

6.Products can be stocked

7.Payment can be processed

Value created to end customer: - Farmers can compare the products, farmers can get discount coupon for purchase of bulk orders

**Question 2 – SWOT**

Mr Karthik is doing SWOT analysis before he accepts this project. What Aspects he Should consider

as Strengths, as Weaknesses, as Opportunity and as Threats.

Strength: -

1.Farmeres can order the agriculture products from any location

2.All kinds of products are available for purchase

3.As there is online store so cost of product is less as no traveling to physical store

4.Farmres can pay for products by cash or cards as per their convenient

Weaknesses: -

1.Internet connectivity issue in rural area

2.As farmers cannot check products physically so quality is concern

3.Many farmers do not know how to use online app

4.Also, language is problem for may farmers as they are from villages

Opportunities: -

1.Increased use of smart phones can enhance the product sell

2.For certain products farmers can avail government subsidy

3.Farmeres can collaborate with suppliers for their choice products in minimum cost for bulk orders

4.Also, rapid growing technology can help farmers to try new thing in their farming

Threats: -

1. Shipping to remote area is difficult
2. Market competitions for online application
3. Weather conditions can affect farmer’s purchase habit
4. Resist to change towards digital platform

**Question 3 – Feasibility study**

Mr Karthik is trying to do feasibility study on doing this project in Technology (Java), Please help him

with points (HW SW Trained Resources Budget Time frame) to consider in feasibility Study.

Hardware feasibility and requirement: -

1.Computer and laptop

2.Mobile and Tablet devices

3.Serveres

4.Data storage device

Software feasibility and requirement

1.JAVA technology with android app

2.Payment Interface with mobile app

3.Database technology like MYSQL and ORACLE

4.Integration with partners and security for Application

Trained resources

1.Front end and backend developers skilled in JAVA and Mobile app

2.Testeres

3.DBA

4.UX and UI developers

Budget feasibility

1.App development- 3 to 5 lakhs

2.Hosting app- 2 to 3 lakhs

3.Software license- 3 to 4 lakhs

4.Inventory setup- 5 to 10 lakhs

5.Marketing- 4 to 6 lakhs

6.Logistic- 4 to 5 lakhs

7.Staff- 20 to 30 lakhs

8.Misclenious – 10 to 12 lakhs

Total should be less than 2Cr

Time feasibility

1.Market research- 1 to 2 Months

2.App development- 4 to 8 Months

3.App Testing- 1 to 2 Months

4.Deployment in production- 1 to 2 Months

5.Maintaince- 1 to 2 Months

Total time duration should be less than 18 months

**Question 4 – Gap Analysis**

Mr Karthik must submit Gap Analysis to Mr Henry to convince to initiate this project. What points

(compare AS-IS existing process with TO-BE future Process) to showcase in the GAP Analysis

AS-IS (Existing process)

1.Physical shop to purchase the agriculture products

2.Limited payment options for farmers

3.Limited products range is available for purchase

4.No option for feedback of product

5.Time required to delivery of product is high

6.No ease of return the product to company

TO-BE (Future process)

1.Online shopping app to purchase the agriculture products

2.Farmeres can pay for products by COD, Cards, or any options

3.Different suppliers giving different products range

4.Farmeres can give product rating

5.Shipping and tracking are fast

6.Facility to provide returning of product

**Question 5 – Risk Analysis**

List down different risk factors that may be involved (BA Risks And process/Project Risks)

1.Farmeres may hesitate to switch to digital platform

2.Local supplier may give agriculture products with lesser cost

3.Rular areas may have some logistic and shipping issue

4.Agriculture products may come under government rules and regulations so interconnection with them is challenge

5.Farmeres are not highly educated so language may be problem

6.After purchasing agriculture product payment may be an issue

7.Rural area there may be internet and power supply issue

8.Usage of application is concern as it may fail

9.Availablity of skilled resources may be issue

10.Product stocks may be difficult due to change in weather conditions

**Question 6 – Stakeholder Analysis (RACI Matrix)**

Perform stakeholder analysis (RACI Matrix) to find out the key stakeholders who can take

Decisions and Who are the influencers

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Activity | Business Owner (Henry, Pandu, Dooky) | Project Manager(Vandanam) | BA(Dinesh) | Developer(Juhi, Luci, Tucker, Bravo) | Tester (Jason, Aleky) | Farmers (Peter,Kevin,Ben) | Supplier |
| Project Approval and Budget | A | C | I | I | I | I | I |
| Project Initiation | C | R | I | I | I | I | I |
| Requirement gathering | C | I | R | I | I | I | C |
| App Development  | I | A | C | R | I | I | C |
| App Testing | I | A | C | I | R | I | I |
| App Deployment and App Maintenance | I | A | C | R | C | I | I |
| Order and Delivery of product setup | I | R | C | I | I | I | C |
| User review and feedback | I | C | C | R | I | I | I |
| Vendor and supplier coordination | I | A | C | I | I | C | R |

**Question 7 – Business Case Document**

Help Mr Karthik to prepare a business case document

1.Why is this project initiated

This online agriculture shopping app aims to bridge the gap between farmers and suppliers. This app is user friendly and can be use by new farmers effectively to browse and purchase the agriculture products

2.What are the current problems?

farmers are unable to buy products of their choice at village location effectively with lower cost

3.With this project how many problems could been solved?

Online app offer range of agriculture products

Farmer can browse the agriculture products as per their choice

farmers can purchase products with less cost

farmers can pay for product as per their choice

This app can connect farmer with suppliers

Farmer can return the product effectively

4.What are the resources required?

For online agriculture shopping app development, we require 1 Project manager,1 Sr JAVA developer,3 JAVA developer,1 Network Admin,1 DB admin,2 Tester and 1 BA

5.How much organisational change is required to adapt this technology?

Soony company required one committee with financial head and project coordinator so that they can outsource the project from API IT solutions apart from that no any organisational change is required

6.Time frame to recover ROI

Total estimated budget is 2Cr and Time line for project is around 18 months to revenue generate from commission on sale from supplier with promotional and discount code to farmers can enhanced the sale so expected to recover amount within 1 year

7.Stakeholder

So online agriculture shopping app provides opportunity for farmers (User) to purchase the products from suppliers (Third party stake holders)

App development project is initiated by (Business stakeholders) and project stakeholders are developing the app for farmers.

**Question 8 – Four SDLC Methodologies**

The Committee of Mr. Henry, Mr Pandu, and Mr Dooku and Mr Karthik are having a discussion on Project Development Approach.

Mr Karthik explained to Mr. Henry about SDLC. And four methodologies like Sequential Iterative

Evolutionary and Agile. Please share your thoughts and clarity on Methodologies

**Methodology: -**A methodology is structure approach that defines principal, practices, and guideline for software development. It Provides the framework that helps how development process is managed and executed. SDLC Methodology are processes and practices use by software development team to successfully navigate software development life cycle.

**SDLC Methodology**

**1.Sequential Methodology**

**2.Iterative Methodology**

**3.Evolutionalry Methodology**

**4.Agile Methodology**

**1. Sequential Methodology: -**It is also called as linear methodology as it is run in linear fashion. This methodology requires setting requirement and scope during start. The sequential methodology in IT project follows a step by step, structured approach where each phase must be fully completed before moving to the next. It is linear and rigid making it best suited for projects with well-defined requirements and minimal changes.

Waterfall model is the most used sequential methodology in IT projects

Each phase has strict order and going back is difficult once phase is completed

1.Requirement gathering and analysis: -Identify project goal and business need, Gather and document functional and non-functional requirement, Prepare software requirement specification document (SRS).

2.Design: Create high level design (system architect), Low level design (DB schema, API) and dataflow diagram.

3.Implementation(coding): -Convert design in to actual code, developers write, test, and integrate code component following initial software version and source code.

4.Testing: -Perform testing, conduct UAT, Test report any bug defects in software and assign to dev team

5.Deployment: -Release software to production or live environment, monitor system performance and ensure smooth operation

6.Maintainace and support: -Fix bugs and security analysis and maintenance of software

Basic visual representation of sequential methodology

Requirement gathering

Design

Implementation (Coding)

Testing

Deployment

Maintenance and support

Each phase must be completed before moving to the next phase

This methodology is easy to understand and effective when requirement is stable but not useful when large changes occur in project.

**2.Iterative Methodology: -**It follows cyclic approach when development happens in repeated cycles or iterations. Instead of building entire software once basic working version prototype is developed first then it is continuously improved through multiple iteration. Each iteration adds features, refining existing one and fixes issue based on feedback.

RUP (Rational Unified Process is used in Iterative methodology

1.Requirement gathering and analysis: -Identify initial core requirement, define goals for the first iteration, plan resources, timeline and deliverables and has initial requirement document.

2.Design: -Create basic system architecture and UI design, focus on designing components needed for the current iteration. here we get prototype design along with flow diagram.

3.Implementation (Coding): -Develop a small working version of software, only implement features planned for this iteration we get first functional prototype.

4.Testing and evaluation: -Perform testing and gather feedback from the user and analyse the feedback

5.Refinment and repeat: -Improve the software in the next iteration, Add new features, fix bugs and optimize performance, Repeat this cycle until final version is complete.

Basic visual representation of Iterative methodology

Requirement gathering

Design

Implementation (Coding)

Testing and evaluation

Refinement and next iteration

Repeat until complete

Each iteration produces working version that gradually improves over time

**3.Evolutionalry Methodology: -**It is continuous iterative approach where software evolves over time. Instead of developing entire system at once a basic version is build first and new features are gradually added and refined based on user feedback.

Spiral model is used in evolutionary methodology.

1.Initial requirement and planning: -Gather basic and high priority requirement, plan core functionality for the first version, define roadmap for future improvement. initial project plan along with list of features.

2.First version development(prototype): -Develop basic working version with minimal features, focus on delivering core functionality minimum viable product.

3.Testing and user feedback: - Perform basic testing to ensure basic functionality, release software to small group of user’s beta testing, collect feedback to understand user needs and improvements

4.Continious enhancement and evaluation: -Refine the software based on feedback, add new features, fix bugs, and improve performance. Repeat the cycle to evolve the software with better version.

Initial Requirement gathering

First version development

Testing and Feedback

Enhancement and Evolution

Repeat until complete

Each cycle delivers improved version of software making it adaptable to changing needs.

**4.Agile Methodology: -**Agile methodology is flexible approach to software development that emphasizes iterative delivery, collaboration, and continuous improvement. Agile break downs the project in small increments called iteration or sprint and each iteration results in working product increment. cross functional teams collaborate closely through the project including developer, tester, designer, and stake holder. Agile allows requirements and solutions to evolve through collaboration and feedback from stakeholders, Regular meetings stand ups and review ensure constant feedback loop to refine the product. Agile method is adaptive to changes in requirement allowing teams to respond quickly to customer feedback and market changes.

Key components of Agile methodology

1.Product Backlog: -A list of all desired features and enhancements for product prioritize by business value

2.Sprint planning: -Selecting items from product back log for upcoming sprint and planning how to deliver them.

3.Daily stand up: -Short daily meeting where team members discuss progress and plans

4.Sprint review: -Meeting at the end of each sprint to demonstrate the completed work to stakeholder and gather feedback.

5.Sprint retrospective: -Reflection session after each sprint to discuss what went well, what didn’t and how to improve.

5 years project

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | 2024 | 2025 | 2026 | 2027 | 2028 |
| Sequential |  |  |  |  |  |
| Iterative |  |  |  |  |  |
| Evolutionary |  |  |  |  |  |
| Agile |  |  |  |  |  |

**Question 9 – Waterfall RUP Spiral and Scrum Models**

When the APT IT SOLUTIONS company got the project to make this online agriculture product store,

there is a difference of opinion between a couple of SMEs and the project team regarding which

methodology would be more suitable for this project. SMEs are stressing on using the V model and

the project team is leaning more onto the side of waterfall model. As a business analyst, which

methodology do you think would be better for this project?

Models refers to representation of system, process, or data, it helps in understanding, designing, and implementing various aspects of project whereas methodology outlines the approach, procedure and practice use to plan, execute and manage the project life cycle.

**Waterfall model: -**It is linear and sequential software development methodology, where each phase must be completed before moving to the next. It follows structure approached making it suitable for projects with well-defined requirements.

Phases of waterfall model

1.Requirement gathering and Analysis: -All project requirements are collected and documented, no changes are allowed once finalized.

2.System design: -Based on requirement system architecture and design are created, defines hardware, software, and database structure

3.Implementation and coding: -Developer write code based on system design and unit testing ensures each module functions correctly.

4.Testing: -The system is tested for errors, defects and bugs and its performance includes functional and UAT testing.

5.Deployment: -The final software is deployed in user environment and minor bug fixes and optimization is performed.

6.Maintaince: -Post deployment system is monitor and maintain, enhancement and bug fixes are handled accordingly.

Phases involve in waterfall model

Requirement gathering and analysis

System design

Implementation (Coding)

Testing

Deployment

Maintenance

Advantages:

1.Simple and easy to use

2.Easy to manage due to the rigidity of the model each phase has specific deliverables and a review process

3.Phases are processed and completed one at a time

4.Works well for smaller projects where requirements are very well understood

Disadvantages:

1.Adjusting scope during life cycle can kill the project

2.No working software is produced until late during the life cycle

3.High amounts of risk and uncertainty

4.Poor model for complex and object-oriented projects

5.Poor model for long projects

6.Poor model where requirements are at a moderate to high risk of changing

 **RUP model (Rational Unified process)**

RUP is iterative software development model that focuses on structured and discipline project execution. It provides systematic approach to software development and ensures high quality result.

Phases of RUP Model

RUP is divided into 4 main phases with each phase containing multiple iteration

1.Inception phase: -Defines the project scope, objectives and feasibility, Identify key risk and constraint and develop initial project estimates and business case

2.Elaboration phase: -Analyse system requirement in detail, establishes system architecture and system stack, Identify and mitigate major project risk.

3.Construction phase: -Actual coding and system development takes place, Iterative development, and testing with refinement, Produces fully functional prototype.

4.Trasition phase: -Final software deployment and user training, system testing and fine tuning based on user feedback, Deliver final product to customer.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Inception | Elaboration | Construction | Transition |  |
| Business Modelling |  |  |  |  |  |  |  |  |
| Requirements |  |  |  |  |  |  |  |  |
| Analysis and Design |  |  |  |  |  |  |  |  |
| Implementation |  |  |  |  |  |  |  |  |
| Test |  |  |  |  |  |  |  |  |
| Deployment |  |  |  |  |  |  |  |  |
| Cong Change |  |  |  |  |  |  |  |  |
| Project management |  |  |  |  |  |  |  |  |
|  | Initial | Elab1  | Elab2 | Const1 | Const2 | Trans1 | Tans2 |  |

**Spiral Model**

It is Evolutionary methodology; it is risk driven software development approach that combines iterative and waterfall models. It is ideal for large complex project where risk assessment is crucial.

Phases of spiral model

Each iteration in the spiral represents a phase in the development cycle. The model consists of 4 major phases

1.Planning: -Gather requirements and define objective, Identify constraints risk and possible solution.

2.Risk Analysis: -Assess technical and business risk, develop prototype to mitigate high risk area

3.Engineering: -Design, Develop and Test the product incrementally, follow iterative development to refine the product

4.Evalution: -Collect user feedback and review project progress, make necessary modification and improvements before moving to next spiral loop.

Risk Analysis

Planning

Requirements / Objectives Risk / Prototyping

Evaluation

Engineering

Review/ Refinement Development /Testing

The spiral model gives more emphases placed on risk analysis. A software repeatedly passes through these 4 phases called spirals in model. The baseline spiral starting in planning phase, requirements are gathered during the planning phase. In the risk analysis phase, a process is undertaken to identify risk and alternate solutional prototype is produced at the end of the risk analysis phase. Software is produced in the engineering phase, along with testing at the end of the phase. The evaluation phase allows customer to evaluate the output of the project to date before the project continues to the next spiral. In the spiral angular component represents progress and the radius of the spiral represents cost.

Advantage: -

1.High amount of risk analysis

2.Good for large and mission critical project

3.Software is produced early in the software life cycle

Disadvantages: -

1.Can be costly model to use

2.Risk analysis requires highly specific expertise

3.Doesnot works well for small projects

In our case as our requirement is fix like products, Payment interface and cart functionality so we use waterfall mode

**SCRUM Model**

SRCUM model is an Agile methodology use for managing software development projects efficiently, It emphasizes iterative progress, collaboration and adaptability.

Key components of SCRUM Model

1.Product Backlog: -A list of all desired features and enhancements for product prioritize by business value

2.Sprint planning: -Selecting items from product back log for upcoming sprint and planning how to deliver them.

3.Daily stand up: -Short daily meeting where team members discuss progress and plans

4.Sprint review: -Meeting at the end of each sprint to demonstrate the completed work to stakeholder and gather feedback.

5.Sprint retrospective: -Reflection session after each sprint to discuss what went well, what did not and how to improve.

Product Backlog

Sprint

Sprint Planning

Sprint Retrospective

**Question 10 – Waterfall Vs V-Model**

Write down the differences between waterfall model and V model.

|  |  |  |
| --- | --- | --- |
| Parameter and Property | Waterfall | V model |
| Structure | Linear or Sequential | V shaped |
| Definition | 1 phase is finished then next start | Testing is performed along with Dev |
| Use | Fix Scope and requirement | Changes in requirement |
| Risk | High | Low |
| Cost | Less | More |
| Error finding | After development of Software | Along with the development |

**Question 11 – Justify your choice**

As a BA, state your reason for choosing one model for this project

Each methodology has its own advantage and disadvantages here by considering below factors we will adapt WATERFALL model for our online Agriculture shopping app.

Fix requirement, Limited Resources, Available budget, Project time duration and Project size is small

**Question 12 – Gantt Chart**

The Committee of Mr. Henry, Mr Pandu, and Mr Dooku discussed with Mr Karthik and finalised on

the V Model approach (RG, RA, Design, D1, T1, D2, T2, D3, T3, D4, T4 and UAT)

Mr Vandanam is mapped as a PM to this project. He studies this Project and Prepares a Gantt chart

with V Model (RG, RA, Design, D1, T1, D2, T2, D3, T3, D4, T4 and UAT) as development process and the

Resources are PM, BA, Java Developers, testers, DB Admin, NW Admin.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Activity/Time (Months) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| RG |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| RA |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Design |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| T1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| T2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| T3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| D4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| T4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| UAT |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**Question 13 – Fixed Bid Vs Billing**

Explain the difference between Fixed Bid and Billing projects

The fix bid (Millstone) and billing (Time and Material) refers to different pricing models used in project-based work

In Fix bid client and service provider agree on set of prices for the entire project before work begins. The price remains fix regardless of how much time or resources required to complete the project. Initially client and vendor define scope, deliverables, time, and cost so it is best suited for fix requirement project.

In billing project client pays to vendor depends on actual time and material spend on project. Client and vendor agrees upon the manhour and cost of material daily basis. The final cost depends on how much resources and material cost throughout project life cycle. This is suitable for projects with unclear requirements. Also, it is suited for complex and long-term projects

**Question 14 – Prepare Timesheets of a BA in various stages of SDLC**

➢ Design Timesheet of a BA

➢ Development Timesheet of a BA

➢ Testing Timesheet of a BA

➢ UAT Timesheet of a BA

➢ Deployment n Implementation Timesheet of a BA

Design Stage:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Activity | Meet Stakeholder to gather requirement  | Analyse and document business requirement | Review initial design with designer | Discussion with SME regarding feasibility | Prepare functional document and use cases | Perform requirement traceability matrix |
| Date/ Hours |  |  |  |  |  |  |
| 01-04-2025 | 8 |  |  |  |  |  |
| 02-04-2025 | 2 | 3 | 1 | 1 |  |  |
| 03-04-2025 |  | 1 | 3 | 2 | 1 | 1 |
| 04-04-2025 |  | 1 | 1 | 3 | 2 | 1 |

Development Stage

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Activity | Discuss requirement with developer  | Prepare user stories and clarify doubts of developer | Conduct meeting with developer  | Provide support in developing and coding | Monitor the coding process | Checking the functionality with requirement |
| Date/ Hours |  |  |  |  |  |  |
| 05-04-2025 | 6 | 2 |  |  |  |  |
| 06-04-2025 |  | 4 | 4 |  |  |  |
| 07-04-2025 |  |  | 4 | 4 |  |  |
| 08-04-2025 |  |  | 2 | 2 | 2 | 2 |

Testing

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Activity | Test plan review  | Coordinate with tester to prepare test cases | Conduct meeting with Tester | Review test cases and test execution | Check test report and analyse any defects | Prioritize the defects and assist tester for reporting defects |
| Date/ Hours |  |  |  |  |  |  |
| 09-04-2025 | 8 |  |  |  |  |  |
| 10-04-2025 |  | 3 | 3 | 2 |  |  |
| 11-04-2025 |  |  | 1 | 3 | 3 |  |
| 12-04-2025 |  |  |  | 4 | 2 | 2 |

UAT

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Activity | Define scope and clarify requirement with User  | Prepare UAT test scope based on business requirement | Coordinate with UAT team for execution | Review UAT result and feedback analysis | Assist on UAT defects and analyse defect report  | Final UAT signoff from USER |
| Date/ Hours |  |  |  |  |  |  |
| 13-04-2025 | 8 |  |  |  |  |  |
| 14-04-2025 |  | 4 | 4 |  |  |  |
| 15-04-2025 |  |  | 2 | 4 | 2 |  |
| 16-04-2025 |  |  |  | 3 | 3 | 2 |

Development and Implementation

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Activity | Assist in final deployment and User coordination  | Provide support during development process | Check post deployment issue and coordinate with team | Participate in meeting and analyse feedback | Check system is properly working  | Record feedback from live USER’s |
| Date/ Hours |  |  |  |  |  |  |
| 17-04-2025 | 4 | 4 |  |  |  |  |
| 18-04-2025 |  |  | 4 | 4 |  |  |
| 19-04-2025 |  |  |  | 1 | 5 | 2 |
| 20-04-2025 |  |  |  |  | 4 | 4 |