

**MJ-103**

May-2022

BBA, Sem.-V

**CC-304 : Operation Research**

Time : 2 Hours]

[Max. Marks : 50

- Instructions :** (1) Any **two** from first 4 questions.  
 (2) **Fifth** question is compulsory.

1. (A) What is LPP ? Explain its uses. **10**  
 (B) One unit of product A contribution ₹ 7 and for product B per unit contribution is ₹ 5. One unit of product A requires 3 units of raw material and 2 hours of labours. One unit of product B requires 1 unit of raw material and 1 hour of labour. Availability of raw material at present is 48 units and 40 hours of labour can be used. Formulate it as a linear programming problem and solve it by graphical method. **10**

2. (A) Solve the following transportation problem by NW rule and Matrix minima method. **10**

	<b>D<sub>1</sub></b>	<b>D<sub>2</sub></b>	<b>D<sub>3</sub></b>	<b>D<sub>4</sub></b>	<b>Capacity</b>
<b>O<sub>1</sub></b>	6	5	1	3	100
<b>O<sub>2</sub></b>	4	8	7	2	125
<b>O<sub>3</sub></b>	6	3	9	3	75
<b>Demand</b>	70	90	80	60	300

- (B) Obtain an optimum solution to the following transportation problem. **10**

	<b>D<sub>1</sub></b>	<b>D<sub>2</sub></b>	<b>D<sub>3</sub></b>	<b>Capacity</b>
<b>O<sub>1</sub></b>	(30) 8	9	(10) 7	40
<b>O<sub>2</sub></b>	4	(25) 3	5	25
<b>O<sub>3</sub></b>	8	(5) 5	(30) 6	35
<b>Demand</b>	30	30	40	100

3. (A) Draw PERT diagram for the following and calculate total float. 10

<b>Activity</b>	1-2	1-3	2-4	2-5	3-4	3-6	4-5	4-6	5-7	6-7
<b>Time</b>	4	5	2	12	3	8	10	6	8	10

- (B) Time estimates and predecessors of each activity in a project are given below : 10

<b>Activity</b>	A	B	C	D	E	F	G	H	I
<b>Predecessors</b>	–	–	–	A	A	B, D	C	C	F, G
<b>Time</b>	8	10	8	10	16	17	18	14	9

Draw PERT diagram. Also find critical path.

4. (A) A company has four districts, I, II, III and IV to sell its products and four salesmen A, B, C and D for it. The district wise sales record of each salesman is as given in the table below : 10

<b>Salesman</b>	<b>Districts</b>			
	<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>
A	420	350	280	210
B	300	250	200	150
C	300	250	200	150
D	240	200	160	120

- (B) Find solution of game theory problem using dominance method. Also find game value. 10

<b>Player A ↓</b>	<b>Player B →</b>				
		<b>B<sub>1</sub></b>	<b>B<sub>2</sub></b>	<b>B<sub>3</sub></b>	<b>B<sub>4</sub></b>
A <sub>1</sub>		3	5	4	2
A <sub>2</sub>		5	6	2	4
A <sub>3</sub>		2	1	4	0
A <sub>4</sub>		3	3	5	2

5. Do as Directed : (Any ten)

10

- (1) Which method usually gives very good initial basic solution to the transportation problem ?
- (a) North West Corner rule
  - (b) Vogel's approximation method
  - (c) Modi method
  - (d) Stepping stone method
- (2) In a transportation problem, we must make the number of \_\_\_\_ and \_\_\_\_\_ equal.
- (a) Destinations; sources
  - (b) Units supplied; units demanded
  - (c) Columns; rows
  - (d) Positive cost coefficients; negative cost coefficients
- (3) The solution to a transportation problem with "m" rows and "n" columns is feasible if number of positive allocations are \_\_\_\_.
- (a)  $m + n$
  - (b)  $m * n$
  - (c)  $m + n - 1$
  - (d)  $m + n + 1$
- (4) In transportation problem, if total supply  $>$  total demand we add \_\_\_\_.
- (a) Dummy Column with cost 0
  - (b) Dummy Row with cost 0
  - (c) Dummy Row with cost 1
  - (d) Dummy Column with cost 1
- (5) The method used for solving an assignment problem is called \_\_\_\_.
- (a) Reduced matrix method
  - (b) MODI method
  - (c) Hungarian method
  - (d) None of given
- (6) The assignment problem is \_\_\_\_.
- (a) Requires that only one activity be assigned to each resource
  - (b) Is a special case of transportation problem
  - (c) Can be used to maximize resources
  - (d) All of the given
- (7) Graphical method can be applied to solve a LPP when there only \_\_\_ variable.
- (a) One
  - (b) More than one
  - (c) Two
  - (d) Three

- (8) Every LPP associated with another LPP is called \_\_\_\_\_.
- (a) Primal (b) Dual  
(c) Non-linear programming (d) None of given
- (9) Linear programming is a \_\_\_\_\_.
- (a) Constrained optimization technique  
(b) Technique for economic allocation of limited resources  
(c) Mathematical technique  
(d) All of the above
- (10) PERT is analysis based on \_\_\_\_\_
- (a) Optimistic time (b) Pessimistic time  
(c) Most likely time (d) All of the given
- (11) What is the earliest start time rule ?
- (a) It compares the activity's starting time for an activity successor  
(b) It compares the activity's end time for an activity predecessor  
(c) It directs when a project can start  
(d) It regulates when a project must begin
- (12) What is a critical path ?
- (a) It is a path that operates from the starting node to the end node  
(b) It is a mixture of all the parts  
(c) It is the longest path  
(d) It is the shortest path
- (13) If the losses of player A are the gains of the player B, then the game is known as \_\_\_\_\_.
- (a) Fair Game (b) Unfair Game  
(c) Non – a zero – sum game (d) Zero – sum game
- (14) What happens when maximin and minimax values of the game are same ?
- (a) No solution exists (b) Solution is mixed  
(c) Saddle point exists (d) None of the given
-