## 1904E107

Candidate's Seat	No:
------------------	-----

[Max. Marks: 50

## **B.Sc. Sem-6 Examination**

CC 310

**Statistics** 

Time: 2-00 Hours]

April 2022

## **SECTION 1**

Q.1 A.	What is linear programming problem 2.6:			
В	broblem: Give its mathematical formulation	7 7		
	and the optimidifficial method.			
Q.2 A. B.	What is Operations Research? Explain its various applications. Explain Simplex method.			
Q.3 A. B.	Explain transportation problem with suitable illustrations. 7  Describe the matrix minima method to obtain basic feasible solution. 7			
Q.4 A. B.	Describe Vogel's approximation method for solving transportation problem Explain assignment problem with suitable illustration.			
Q.5 A. B.	Explain Hungarian method of solving assignment problem.  Derive basic feasible solution of the following transportation problem by North  -West corner rule.	7 7		
Q.6 A. B.	Write differences between PERT and CPM. Write a short note on critical path method.	7		
	Three a short hote on chilical path method.	7		
Q.7 A.	Explain terms (i) Optimistic time	7		
	(ii) Pessimistic time (iii) Float time			
В.	Explain with illustrations the following terms in reference to PERT  (i) Activity  (ii) Dummy activity  (iii) Earliest start time	7		
Q.8 A. B.	Write a note on Game theory.	7		
D.	Explain Dominance rule of game theory.	7		

ECTION II

8

Attempt any 8			
In which n	nethod of solving transportation problem the unit cost of transportation		
is not take	en into consideration.		
(i)	VAM		
(ii)	LCM		
(iii)	NWCM		
(iv)	HAM Method		
The outco	me of the interaction of selected strategies of opponent in a game is		
called	· ·		
	Income		
	Profit		
	Payoffs		
(iv)	Gains		
	you say about EST and LFT for the activities which lie on critical path?		
(i)	EFT <lft< td=""></lft<>		
(ii)	EFT>LFT		
(iii)	EFT=LFT		
(iv)	None of the above		
EST of an	EST of any initial activity is		
(i)	Zero		
(ii)	Zero+ te		
(iii)	Non negative		
(iv)	te		
Float time for any activities on a critical path is always			
(i)	Positive		
(ii)	Non negative		
(iii)	>LFT		
(iv)	zero		
The feasi	ble solution to a linear programming problem is		
(i)	Convex		
(ii)	Negative		
(iii)	Unknown		
(iv)	Infinite		
If three o	r more variables are there in a linear programming problem then method is used to solve it.		
(i)	Graphical		
(ii)	Complex		
(iii)	Simplex		
(iv)	All of the three		
	In which nois not take  (i) (ii) (iii) (iv)  The outconcalled (i) (iii) (iv)  What can (i) (iii) (iv)  EST of and (i) (iii) (iv)  Float time (i) (iii) (iv)  The feasi (i) (iii) (iv)  If three of  (i) (iii) (iv)		

0	Linearne	gramming was first introduced by		
8		gramming was first introduced by F 107-3		
	(i)			
	(ii)	George B. Danting		
	(iii)	Newton		
	(iv)	Spearman		
9	The values of the variables in linear programming problem are			
	(i)	Negative		
	(ii)	Zero		
	(iii)	Only positive		
	(iv)	Non negative		
10	The non-n	egativity constraint asserts that the feasible region must be in the		
		quadrant.		
	(i)	First		
	(ii)	Second		
	(iii)	Third		
	(iv)	Fourth		
11	The feasible solution to a linear programming problem is			
	(i)	Convex		
	(ii)	Negative		
	(iii)	Unknown		
	(iv)	Infinite		
12	In linear p	rogramming problem the optimal solution of a bounded feasible region		
	always exists at			
	(i)	Any point		
	(ii)	Vertex		
	(iii)	Origin		
	(iv)	All of the above		