

Programme: MBA
Course: Operation Research
Course Code:11.558
Enrolment no. _____

Full Marks: 70
Time: 3 Hrs.

Q.No.	Questions	CO	Bloom Taxonomy Category	Marks																																																	
Section I																																																					
1	Short Answer type questions.			4 x 5 = 20																																																	
a	Express mathematical and matrix form of L.P.P.	CO1	Understand																																																		
	or																																																				
b	Write short notes on (i) Types of variables in L.P.P. (ii) Basic solution of L.P.P.	CO1	Remember																																																		
	Give mathematical formulation of the assignment problem.	CO2	Understand																																																		
	or																																																				
c	Define non – degenerate and degenerate solution with suitable diagram.	CO2	Remember																																																		
	Discuss the characteristics of games.	CO3	Remember																																																		
d	or																																																				
	Define: Competitive game, pure strategies, Mixed strategies, two person zero sum game.	CO3	Remember																																																		
	Explain the importance of sequencing problems.	CO4	Understand																																																		
	or																																																				
	Discuss all four types of floats in project management.	CO4	Remember																																																		
Section II																																																					
	Long Answer type questions.			3 x 10 = 30																																																	
2	Using Simplex algorithm solve the given LPP Using Simplex algorithm solve the given LPP Maximize $Z = 2x_1 + 5x_2 + 7x_3$ Subject to constraints $3x_1 + 2x_2 + 4x_3 \leq 100$ $x_1 + 4x_2 + 2x_3 \leq 100$ $x_1 + x_2 + 3x_3 \leq 100$ and $x_1, x_2, x_3 \geq 0$	CO1	Apply																																																		
	or																																																				
	Solve graphically the following linear programming problem. Minimize $Z = 3x_1 + 5x_2$ Subject to constraints $-3x_1 + 4x_2 \leq 12$; $2x_1 - x_2 \geq -2$; $2x_1 + 3x_2 \geq 12$; $x_1 \leq 4$, $x_2 \geq 2$; and $x_1, x_2 \geq 0$	CO1	Apply																																																		
3	Solve the given game by using the principle of dominance: <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2" rowspan="2"></th> <th colspan="6">Player B</th> </tr> <tr> <th>I</th> <th>II</th> <th>III</th> <th>IV</th> <th>V</th> <th>VI</th> </tr> </thead> <tbody> <tr> <th rowspan="5">Player A</th> <th>1</th> <td>4</td> <td>3</td> <td>0</td> <td>2</td> <td>1</td> <td>1</td> </tr> <tr> <th>2</th> <td>4</td> <td>3</td> <td>1</td> <td>3</td> <td>2</td> <td>2</td> </tr> <tr> <th>3</th> <td>4</td> <td>3</td> <td>7</td> <td>-5</td> <td>1</td> <td>2</td> </tr> <tr> <th>4</th> <td>4</td> <td>3</td> <td>4</td> <td>-1</td> <td>2</td> <td>2</td> </tr> <tr> <th>5</th> <td>4</td> <td>3</td> <td>3</td> <td>-2</td> <td>2</td> <td>2</td> </tr> </tbody> </table>			Player B						I	II	III	IV	V	VI	Player A	1	4	3	0	2	1	1	2	4	3	1	3	2	2	3	4	3	7	-5	1	2	4	4	3	4	-1	2	2	5	4	3	3	-2	2	2	CO3	Evaluate
				Player B																																																	
I			II	III	IV	V	VI																																														
Player A	1	4	3	0	2	1	1																																														
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	A book binder has one printing press, one binding machine and one finishing machine and manuscripts of a number of different books. The time required for printing, binding, and finishing of each book is known. Determine the order in which the books be processed to minimize the total elapsed time. <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th rowspan="2">Book</th> <th colspan="5">Processing Time (Minutes)</th> </tr> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> </tr> </thead> <tbody> <tr> <td>Printing Time</td> <td>40</td> <td>90</td> <td>80</td> <td>60</td> <td>50</td> </tr> <tr> <td>Binding Time</td> <td>50</td> <td>60</td> <td>20</td> <td>30</td> <td>40</td> </tr> <tr> <td>Finishing time</td> <td>80</td> <td>100</td> <td>60</td> <td>70</td> <td>100</td> </tr> </tbody> </table>	Book	Processing Time (Minutes)					1	2	3	4	5	Printing Time	40	90	80	60	50	Binding Time	50	60	20	30	40	Finishing time	80	100	60	70	100	CO3	Evaluate																					
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4	A project has the following characteristics:	CO4	Evaluate																									
	<table border="1"> <thead> <tr> <th>Activity</th> <th>Time (weeks)</th> <th>Activity</th> <th>Time (weeks)</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>4</td> <td>5-6</td> <td>4</td> </tr> <tr> <td>1-3</td> <td>1</td> <td>5-7</td> <td>8</td> </tr> <tr> <td>2-4</td> <td>1</td> <td>6-8</td> <td>1</td> </tr> <tr> <td>3-4</td> <td>1</td> <td>7-8</td> <td>2</td> </tr> <tr> <td>3-5</td> <td>6</td> <td>8-10</td> <td>5</td> </tr> <tr> <td>4-9</td> <td>5</td> <td>9-10</td> <td>7</td> </tr> </tbody> </table> <p>a. Construct the network b. Compute earliest and latest time for each event (c) Find critical path.</p>			Activity	Time (weeks)	Activity	Time (weeks)	1-2	4	5-6	4	1-3	1	5-7	8	2-4	1	6-8	1	3-4	1	7-8	2	3-5	6	8-10	5	4-9
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	5	2	3	2	7	6	5	9	2	3	6	8																

Section III

Application based questions																																																		
5	A small garment making unit has five tailors stitching five different types of garments. All the five tailors are capable of stitching all the five types of garments. The output per day per tailors and the profit (Rs.) for each type of garment are given below:	CO2	Evaluate																																															
	<table border="1"> <thead> <tr> <th colspan="6">Garments</th> </tr> <tr> <th>Tailors</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>7</td> <td>9</td> <td>4</td> <td>8</td> <td>6</td> </tr> <tr> <td>B</td> <td>4</td> <td>9</td> <td>5</td> <td>7</td> <td>8</td> </tr> <tr> <td>C</td> <td>8</td> <td>5</td> <td>2</td> <td>9</td> <td>8</td> </tr> <tr> <td>D</td> <td>6</td> <td>5</td> <td>8</td> <td>10</td> <td>10</td> </tr> <tr> <td>E</td> <td>7</td> <td>8</td> <td>10</td> <td>9</td> <td>9</td> </tr> <tr> <td>Profit/ garments</td> <td>2</td> <td>3</td> <td>2</td> <td>3</td> <td>4</td> </tr> </tbody> </table> <p>(a) Which type of garment should be assigned to which tailor in order to maximize profit assuming that there are no other constraints? (b) If tailor D is absent for a specified period and no other substitute tailor is available what should be the optimal assignment?</p>			Garments						Tailors	1	2	3	4	5	A	7	9	4	8	6	B	4	9	5	7	8	C	8	5	2	9	8	D	6	5	8	10	10	E	7	8	10	9	9	Profit/ garments	2	3	2	3
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	Discuss Modified distribution method. Hence find optimal solution to the following transportation problem in which the cell contains the transportation cost in rupees.	CO2	Evaluate																																															
	<table border="1"> <thead> <tr> <th>F₁</th> <th>W₁</th> <th>W₂</th> <th>W₃</th> <th>W₄</th> <th>W₅</th> <th>Available</th> </tr> </thead> <tbody> <tr> <td>F₂</td> <td>7</td> <td>6</td> <td>4</td> <td>5</td> <td>9</td> <td>40</td> </tr> <tr> <td>F₃</td> <td>8</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>30</td> </tr> <tr> <td>F₄</td> <td>6</td> <td>8</td> <td>9</td> <td>6</td> <td>5</td> <td>20</td> </tr> <tr> <td>F₅</td> <td>5</td> <td>7</td> <td>7</td> <td>8</td> <td>6</td> <td>10</td> </tr> <tr> <td>Required</td> <td>30</td> <td>30</td> <td>15</td> <td>20</td> <td>5</td> <td></td> </tr> </tbody> </table>			F ₁	W ₁	W ₂	W ₃	W ₄	W ₅	Available	F ₂	7	6	4	5	9	40	F ₃	8	5	6	7	8	30	F ₄	6	8	9	6	5	20	F ₅	5	7	7	8	6	10	Required	30	30	15	20	5						
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COURSE OUTCOME

After completing the course, students will be able to:

CO 1: Identify and develop operational research models from the verbal description of the realsystem using LPP and IPP.

CO 2: Understand the mathematical tools that are needed to solve optimization problems suchas Transportation and Assignment Problems.

CO 3: Use mathematical concept to solve the problems of Game theory and Sequencing.

CO 4: Integrate the knowledge of Inventory Management, Project Management &Replacement Models to take correct business decisions