

VI Semester B.C.A. Examination, July/August 2024 (NEP)

COMPUTER SCIENCE

CAE2: a) Operations Research (Elective – II)

Time: 21/2 Hours

Max. Marks: 60

Instructions: 1) Answer all Sections.

2) Answer any four questions from each Section.

SECTION - A

I. Answer any four questions. Each question carries 2 marks.

 $(4 \times 2 = 8)$

- 1) What is operational research?
- Define slack and surplus variables.
- 3) What is unbalanced transportation problem?
- 4) Define saddle point and value of the game.
- 5) What are the applications of PERT/CPM Techniques?
- 6) What is pay off matrix ? Give example.

SECTION - B

II. Answer any four questions. Each question carries 5 marks.

 $(4 \times 5 = 20)$

7) Solve the following LPP by Graphical method.

Maximize,
$$z = 3x + 4y$$

Subject to
$$4x + 8y \le 32$$

$$9x + 2y \ge 14$$

$$3x + 10y \ge 30$$
 where $x, y \ge 0$.

- 8) Explain the applications of operational research.
- 9) Using North West Corner Rule to obtain an initial basic feasible solution of the given transportation problem.

Demand

250 350 400 200



- 10) Explain Hungarian method for solving Assignment problem.
- 11) a) Define optimality test.
 - b) Explain modified distribution method in detail.
- 12) A project schedule has the following characteristic.

Activity	1-2	1-3	2-4	3-4	2-5	4-5
Time (Days)	13	12	2	8	15	. 2

- 1) Construct Network Diagram.
- 2) Compute the earliest event time.
- 3) Determine the critical path and total project duration.

SECTION - C

III. Answer any four questions. Each question carries 8 marks.

 $(4 \times 8 = 32)$

13) Solve the following LPP by simplex method.

8

Maximize $Z = 2x_1 + 2x_2 + 4x_3$

Subject to $2x_1 + 3x_2 + x_3 \le 240$

$$X_1 + X_2 + 3X_3 \le 300$$

$$X_1 + 3X_2 + X_3 \le 300$$

where $x_1, x_2, x_3 \ge 0$

- 14) a) Write the steps to find initial basic feasible solution by matrix minima method.
- 4

4

b) Consider the job of assigning 5 jobs to 5 persons. Find the assignment cost from the table.

1 2 3 4 5 A 8 4 2 6 1 B 0 9 5 5 4 C 3 8 9 2 6 D 4 3 1 0 3 E 9 5 8 9 5

- 8 2 6
- 15) a) Compare between assignment problem and transportation problem.
 - b) Difference between PERT and CPM.

4

16) a) Explain the following Fairgame, Strategy.

2

b) Solve the game whose pay off matrix is given by

6

17) a) Write the general rule of dominance property.

4

b) Use the Dominance principle to solve the following game.

A

1	1	7	2	
11	6	2	7	
Ш	6	1	6	

18) A project consists of the following activities and time estimates.

C

Activity	Least Time	Greatest Time	Most Likely Time
1-2	3	15	6
2 - 3	2	14	5
1 - 4	6	30	12
2 - 5	2	8	5
2-6	5	17	11
3 – 6	3	15	6
4 – 7	3	27	9
5 – 7	1	7	4
6 - 7	2	8	. 5