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1. The name of the resource that is identified in Alex's plant as Herbie #1 is: A
2. NCX-10
3. Heat Treat
4. Zmegma
5. Milling machines
6. Two ways that Alex and his supervisors used to find Herbie: C
7. Measured (1) how long each operation took, and (2) how long everything waited in queue.
8. Analyzed (1) all Bills of Material, and (2) all Routing Structures
9. (1) Looked for the biggest pile of WIP, and (2) Spoke to expeditors about the source of the parts they were always waiting for.
10. Calculated (1) average capacity, and (2) average demand.
11. After pondering Jonah's question, Alex determined that the Goal of a manufacturing plant is to: D
12. Product high quality products
13. Save money
14. Provide great customer service
15. Make money
16. What are the three measurements that Jonah claimed "expressed the goal...but which also permit you to develop operations rules for running your plant." B
17. Expenses, and Overhead
18. Throughput, Inventory, and Operational Expense
19. Budget, Efficiencies, and Forecast
20. Scope, Schedule, and Performance
21. Jonah defined Throughput as: C
22. quantity or amount of product produced daily
23. The ratio of Actual Sales to Forecasted Sales
24. The rate at which the system generates money through Sales
25. The bottom line
26. According to Jonah, productivity is defined as what? D
27. Every product that can be produced and actually is produced is productive
28. Everyone staying busy is productive
29. Every resource working on anything is productive
30. Every action that brings a company closer to its Goal is productive
31. Jonah stated that "A plant in which everyone is working all the time is very \_\_\_\_\_\_." A
32. Inefficient
33. Efficient
34. Productive
35. Balanced
36. What "two phenomena" did Jonah say is found in every plant? C
37. Resources and Materials
38. Productive Resources and Non-Productive Resources
39. Dependent Events and Statistical Fluctuations
40. Vendor Problems and Quality Problems
41. According to Jonah, every plant has two types of resources. They are: B
42. Productive Resources and Non-Productive Resources
43. Bottlenecks and Non-Bottlenecks
44. Machines and Manpower
45. Money and Machines
46. Jonah's definition of a bottleneck resource is: C
47. Any resource that is busy
48. Any resource that has a lot of demand
49. Any resource whose capacity is equal to or less than the demand placed on it
50. Any resource that has more capacity than demand
51. When talking about material flow through a plant, Jonah would say: A
52. "Balance flow with demand from the market - not capacity."
53. "Balance capacity - then try to balance flow."
54. "Balance market demand."
55. "Balance capacity - then balance demand "
56. What type of resource determines the effective capacity of the plant? B
57. Assembly
58. Bottleneck
59. Non-Bottleneck
60. Un-Balanced
61. Jonah's question to Alex when they first toured the plant and viewed Herbie #1 was: C
62. Does that require a long set-up time?
63. Do you have another one of those?
64. Why isn't it working right now?
65. Do more than 18% of your products pass through this machine?
66. Two of the following are principle themes to optimize the use of bottlenecks. They are: A
67. Make sure a bottleneck's time is not wasted & Take some of the bottleneck load and place it on non-bottlenecks
68. Make sure a bottleneck's time is not wasted & Make sure that all bottleneck loads are balanced
69. Make sure that a bottleneck doesn't become a CCR & Optimize bottlenecks and non-bottlenecks alike
70. Use bottlenecks sparingly & Take some of the bottleneck load and place it on non-bottlenecks
71. The majority of the time a part is in the plant is spent in two of the four categories. They are \_\_\_\_\_ & \_\_\_\_\_. D
72. Set-up and Process
73. Process and Wait
74. QC and Wait
75. Queue and Wait
76. Jonah said, "An hour lost on a bottleneck is an hour lost for the entire system." The corresponding rule for a non-bottleneck is: C
77. An hour lost on a non-bottleneck is the unit cost per part multiplied by the number of parts it should have done."
78. "An hour lost on a non-bottleneck is the labor rate for the associated worker plus the material cost for the number of parts that should have been done."
79. "An hour lost on a non-bottleneck is a mirage."
80. "An hour lost on a non-bottleneck is an hour lost for the entire system."
81. an hour lost for the entire system."
82. The first step of the "process of on-going improvement" that was ultimately developed by Alex and his team is: A
83. Identify the system's constraint(s)
84. Elevate the system's constraint(s)
85. Decide how to exploit the system's constraint(s)
86. Subordinate everything to the above decision
87. In a discussion between Lou and Alex, they concluded that the more complex the organization, ... A
88. The greater the possibility that there will be a constraint.
89. The greater the possibility that there will be many constraints
90. Almost guarantees that there will not be many constraints
91. The less the possibility that there will be any constraints
92. Which statement is correct? A
93. Bottlenecks govern both Throughput and Inventory
94. Utilization and Activation are the same
95. When somebody is working, we're getting use out of him or her
96. Balance capacity with demand, and then try to maintain flow
97. When Alex and his team executed the step "SUBORDINATE everything else to the above decision," they: D
98. Identified the oven and the NCX-10 as the bottlenecks in the plant
99. Realized that the oven and NCX-10 should not take a lunch break, etc
100. Brought back the old Zmegma, switch back to old, less effective routings
101. Made sure that everything else marches to the tune of the constraint. (The red and green tags.)
102. Assume the following: "X" is a bottleneck resource, and "Y" is a non-bottleneck resource, we have one of each and both have the capacity to run 600 hours per month. To keep flow balanced with demand, all 600 hours of "X" is required. Only 75% (450 hours) of the available time for "Y" is required to keep flow balanced with demand. If product flow goes from "Y" to "X" in the production process, how many hours should "Y" produce a month? (Flow Y➞X) B
103. 300
104. 450
105. 500
106. 600
107. 請用100字以內寫下你觀看目標錄影帶的心得

這是我第一次聽到這種概念，並且覺得很有道理。我有玩過工廠遊戲，並且也知道瓶頸的概念，不過在工廠遊戲中過量生產的機器會停止生產，所以不會占用到倉儲。經過這堂課，我了解到在現實中有許多其他會發生的問題。