

Software Project Management KOE-068

Tutorial-01

Prepared By

Nikita Patra 2100301530067

AIML-3B

Submitted to

Mrs. Neha Varma

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Name: Nikita Patra Software rroject Management Roll No: 2100301530067 Code: KOE-068 Date of Submission: 01-03-2024 Course: B. Tech faculty Name: Ms. Neha Varma Sem & Year: 5th Sem, 3rd Year Ques-1. Say that you can either receive \$3200 today and Date Given: 29-2-2024 invest it at a rate of 4% or take a lump sum of \$3500 in a year, Calculate the P.V. of \$3500 can help you make a choice.

Sol-1) To calcutate the present value (PV) of \$3500 to compare it with receiving \$3200 to day dt 4% interest rate. P.V. = F.V. (Future value) (1+r) n where P.V. - Present value F.V. - Future value (\$ 3500 in this case) r = Interest rate (4% or 0.04) n = Number of periods. (1 year in this case) substituting the values we get P.V. = 3500 $\frac{3500}{(1+0.04)!} = \frac{3500}{1.04} \approx 3365.38$ P.V. calculated = 3365.38 >\$3200. : Its more benificial to take the \$3500 in an year rather than the \$3200 today and invest it at 4%. per annum. wes-2 one of your friends needs \$500 and promised to pay you back \$570 in a year. Is that a fruitful investment when you can invest at 10% elsewhere? Let's calculate (FV) of \$500 after one year. F.V. = P.V. x (1+r)" $= 500 \times (1+0.10)^{1} = 500 \times 1.1 = 550$:. F.V. calculated is\$550 <\$570 To receive\$570 in return of \$500 is a fruitful investment.

Ques-3). Suppose a project requires an initial investment of \$2000 and it is expected to generate a cash flow of \$100 for 3 years plus \$12500 in the third year. The target rate of oretween of the project is 10% per arrum. Calculate the net present value of the Project.

For the Cash flows of \$100 for 3 years.

$$P.V. = \frac{C \cdot F \cdot}{(1+r)^m}$$

C.F. - cash How (\$100)

r- rate of interest (10%)

n-number of periods (1 year in this case)

$$P.V. |w| = \frac{100}{(1+0.10)^{1}} + \frac{100}{(1+0.10)^{2}} + \frac{100}{(1+0.10)^{3}}$$

$$= \frac{100}{1.10} + \frac{100}{(1.10)^{2}} + \frac{100}{(1.10)^{3}}$$

P.V. (100)
$$\approx \frac{100}{1.10} + \frac{100}{1.21} + \frac{100}{1.331}$$

 $\approx 90.91 + 82.64 + 74.40 \approx 247.95$

$$PV.(12500) = \frac{12500}{(1+0.10)^3} = \frac{12500}{1.331} \approx 9379.33$$

Total P.V. = P.V. (100) + P.V. (12500) = 247.95+9379.33

Assume that ABC Inc is considering two projects
namely Project X and Project Y and want to
calculate NPV for each project Both project X
and project Y is four year project and cash flows
and project Y is four year project and cash flows
of both the projects for four years are given

below.	2) LY Cash Hows Project y cash flows
Year	Project 1 (ash 1000)
1.	\$3000
2.	\$ 4000
3.	\$ 3000
4.	\$ 1000
	EX=\$13000 101. for each

the firm's cost of capital is 10% for each project and the initial investment amount is \$10000. Calculate the NPV of each project should and determine in project the firm should and determine in project the firm should

Sol-4) Initial Investment amount = \$10,000 Cost of capital (discount rate) = 10%.

This

For Project X NPV = $\frac{4}{E=1} \frac{CF_X}{(1+r)^t}$ - Tritial investment

$$NPV(x) = \frac{5000}{(1+0.1)^1} + \frac{4000}{(1+0.1)^2} + \frac{3000}{(1+0.1)^3} + \frac{1000}{(1+0.1)^4} - 10000$$

NPV(x) \$ 6793.06

For Project Y NPV(y) =
$$\stackrel{4}{\leq} \frac{CFy}{(1+r)^{+}}$$
 - Initial Investment

$$NPV(y) = \frac{1000}{(1+0.1)^{1}} + \frac{3000}{(1+0.1)^{2}} + \frac{4000}{(1+0.1)^{3}} + \frac{6750}{(1+0.1)^{4}}$$

NPV (y) = 8826.58

.: Project Y has higher NPV than Project X. The firm should invest in project Y.

Ques-5) calculate Return on Investment

	option 1	option 2	Option 3
L Results Total Investment	19000	115000	18000
	7000	7500	6000

$$R.0-1.0$$
 phion $2 = \frac{7500}{115000} \times 100 = 6.52$ %.

R.O.I. option
$$3 = \frac{6000}{18000} = 33.33\%$$

Based on R.O.J. calculations Option 1 has the highest return on Innestment at 36.84%. .: Option 1 seems to be the most favourable. Ques-1) Define machine Learning. Explain the types of machine Learning with examples.

Machine Learning is a subset of A.I.

Notinition: According to the program

Definition: According to Tom Mitchell a computer program is said to learn from experience E, with respect to some class of Town of the same class of Towns to some class of Task T and performance measure P, if its performance at tasks in T as measured by P, improves with experience E.