

# APTITUDE

# SHEET

# NUMBER SYSTEM:- [Arithmetical Ability]

Sum of Series:-

TYPE-I  $\Rightarrow$  (Natural Numbers) :-

$$1+2+3+4+\dots+n = \left[ \frac{n(n+1)}{2} \right], n = \text{Last Digit}$$

[Simple sum]

$$2) 1^2+2^2+3^2+\dots+n^2 = \left[ \frac{n(n+1)(2n+1)}{6} \right]$$

[Square sum]

$$3) 1^3+2^3+3^3+4^3+\dots+n^3 = \left[ \frac{n(n+1)}{2} \right]^2$$

[Cube sum]

TYPE-II :-

$$1) 1+3+5+7+33 \Rightarrow \left[ \frac{n+1}{2} \right] \text{ [Odd sum]} \quad (\because n \rightarrow \text{last digit})$$

$$2) 2+4+6+8+\dots+56 \Rightarrow n = \left[ \frac{m}{2} \right] \text{ [Even sum]}$$

3) 51+53+55+\dots+65  $\Rightarrow$  When series doesn't start from 1 or 2 & start from in between.

$\hookrightarrow$  Solved by using above two [Even sum & Odd sum].

Continuing

Types

- $\rightarrow$  Diff No Types
- $\rightarrow$  Remainders
- $\rightarrow$  Factors
- $\rightarrow$  Unit Digit

## MATH TOPICS

- Number System ✓
- Time & Work ✓
- Time, Speed & Distance ✓
- Averages
- Mixture & Alligation
- Percentages
- Profit & Loss ✓
- Simple & Compound Interest ✓
- Ratio & Proportion
- Probability
- Permutation & Combination
- Ages

### Average

$$\text{Avg} = \frac{\text{Sum}}{\text{Total No.}} \Rightarrow \boxed{\text{Sum} = \text{Total Avg} \times N}$$

$$\boxed{\text{Low Value} \leq \text{Avg} \leq \text{High Value}}$$

### Conditions :-

- ~~→ Avg > New Value~~ → Avg = New Value (No Change in Average)
- Avg < New Value (Average Decreases)
- Avg > New Value (Average Increases)

## # Percentage

$$\rightarrow \% \text{ change} = \frac{\text{Final} - \text{Initial}}{\text{Initial}} \times 100$$

$$\rightarrow \text{Quantity 1 is \% of Quantity 2} = \frac{Q_1}{Q_2} \times 100$$

$$\rightarrow Q_1 \text{ is \% more than } Q_2 = \frac{Q_1 - Q_2}{Q_2} \times 100$$

$$\rightarrow Q_1 \text{ is \% less than } Q_2 = \frac{Q_2 - Q_1}{Q_2} \times 100$$

$$\rightarrow \text{Successive \% change} = a\% + b\% - \frac{ab}{100} \quad (\text{Multiplication})$$

$\rightarrow$  Effective \% Change  $\leq$  Sum of changes

\*  $\% \rightarrow$  Fraction  
 $\frac{1}{100}$

\* Fraction  $\rightarrow \%$   
 $\times 100$

\*  $xy = \text{constant}$

$$\left. \begin{array}{l} \text{Price} + \text{Usage} = \text{Expense} \\ \text{Price} + \text{Sell} = \text{Profit} \end{array} \right\} \Rightarrow \left( \frac{r}{100+r} \times 100 \right)$$

Speed  $\propto$  Time  $\propto$  Distance  
 Increase  $\rightarrow +$   
 Decrease  $\rightarrow -$

# Ratio & Proportion :- Inverse Reciprocal Ratio  $\Rightarrow 1/a : 1/b^2 d^2 e^2$   
 Duplicate Ratio :-  $a^2 : b^2$       Trippleate Ratio :-  $a^3 : b^3$   
 Sub-Duplicate Ratio :-  $\sqrt{a} : \sqrt{b}$       Sub-Tripleate Ratio :-  $\sqrt[3]{a} : \sqrt[3]{b}$

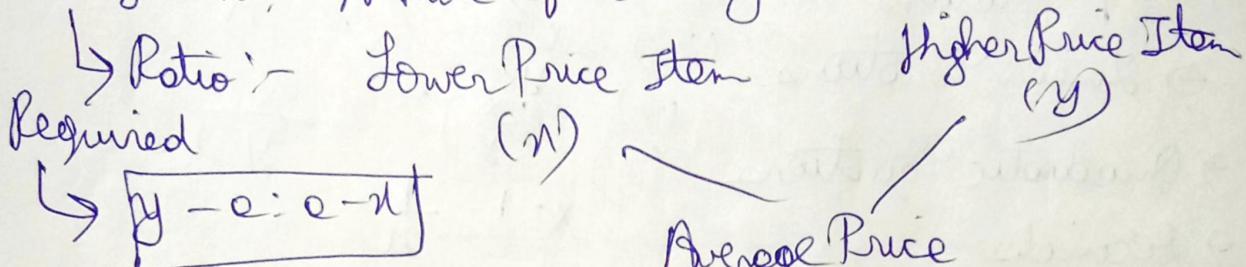
## # Divisibility Rules

- 0 is divisible by any number (except itself)
- 1 → Any integer/fraction is divisible by 1
- 2 → Last digit is even
- 3 → Sum of digits / 3 → yes
- 4 → Last 2 digits / 4 → yes
- 5 → Last digit { 0 or 5 }
- 6 → if divisible by 2 & 3. [Even + 13 → yes]
- 7 →
- 8 → Last 3 digits / 8 → yes
- 9 → Sum of digits / 9 → yes
- 10 → Last digit → 0
- 11 →
- 12 → No / 3 → Yes & & No / 2
- 13 →
- 14 → No / 2 & & No / 7
- 15 → Last 4 digits / 16 → yes
- 16 → Last 4 digits / 16 → yes

## Mixtures & Allegations

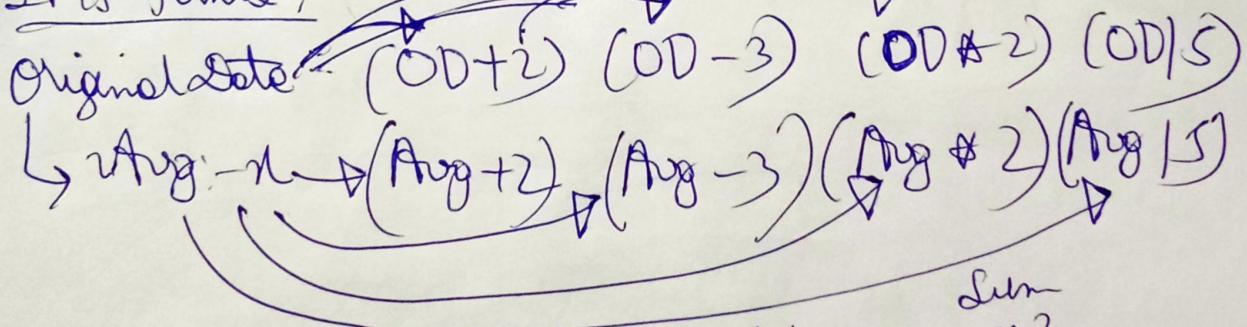
Mixture :- Combination of one/more types of substances together.

Allegation :- A Rule for Solving



\* For 3 always make pair (2) out of which one will get automatically rejected & take the uncommon value common values

IMP Points :-



Sum  $\rightarrow$  Avg of first  $n^2$  odd  $\rightarrow n^2$

Avg of first  $n^2$  even  $\rightarrow n+1$   $n(n+1)$

Avg of first  $n^2$  natural  $\rightarrow \frac{n(n+1)}{2}$   $n(n+1)/2$

1) Surds & Indices

## # Surds & Indices

→ Squares

→ Square Roots

→ Simplification

→ Linear Equations

→ Quadratic Equations

→ Decimals

→ Fractions

## [Indices Four]

$$(i) x^m \times x^n = x^{m+n}$$

$$(ii) (x^m)^n = x^{mn}$$

$$(iii) (xy)^n = x^m y^n$$

$$(iv) \frac{x^m}{y^n} = x^{m-n}$$

$$(v) \left(\frac{x}{y}\right)^n = \frac{x^n}{y^n}$$

$$(vi) x^{-1} = \frac{1}{x}$$

## # Ages

Rules :-

- Sum/Difference of Ages :- Linear eqns in 1/2 variables
- Product of Ages :- Quadratic eqns.
- Age  $x$  years ago :- Present Age -  $n$
- Age after  $x$  years /  $x$  years hence  $\Rightarrow$  Present Age
- If Ratio of Present Ages :-  $m:n$ , then  
Ages  $\Rightarrow mx \& nx$ .

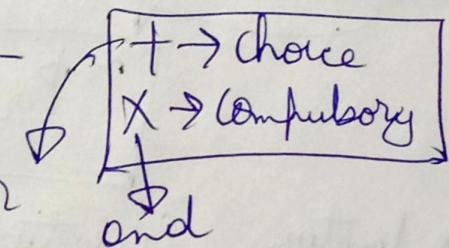
## # Mensuration & Geometry :-

Geometry Formulas  $\rightarrow$  Wikipedia

## # Probability :-

$$P(E) = \frac{\text{Favorable Outcomes}}{\text{Total Outcomes}}$$

↓  
Event



$$P(\text{impossible event}) = 0$$

$$0 \leq P(E) \leq 1$$

$P(E) \rightarrow$  (Event Occur)  $\rightarrow$  Complementary Probability

$$P(\bar{E}) = 1 - P(E) \rightarrow$$
 (Event Not Occur)

$$P(E) + P(\bar{E}) = 1$$

True Event

# Types

- Playing Cards / Dices
- Venn Diagrams
- Dice Problems
- Leap Years
- Coins
- Permutation & Combination
- Case by Case Type One

## # Permutation and Combination

↓  
(Selection  
+  
Arrangement)

↓  
(Selection)

Permutation: n students, r seats  $P_r(n)$

①  $n P_r = \frac{n!}{(n-r)!}$

$\left\{ \begin{array}{l} n \rightarrow n \text{ students} \\ \text{(Select) - (i)} \\ r \rightarrow \text{arrange} \end{array} \right.$

Combination: (Selection)

n Students  $\rightarrow r$

$$n C_r = \frac{n!}{r!(n-r)!}$$

2  $P_r = \frac{\text{Select} + \text{arrange}}{r}$

2 Combination + arrangement

$$n P_r = n(r \cdot r!)$$

2  $\frac{n!}{r!(n-r)!} \times r!$

$$2 \left[ \frac{n!}{(n-r)!} \right]$$

$\# \leftarrow$  Compulsory  
 $t \leftarrow$  Choice

$$n(r) = \frac{n!}{r!(n-r)!}$$

$$n_{Pr} = \frac{n!}{(n-r)!}$$

$$n = n \times (n-1)!$$

$$n(r) = n \times (n-r)$$

## H.C.F & L.C.M

- \* 1 is the smallest factor of every number
- \* Every number will have a minimum of two factors 1 and the number itself.
- Factor divides the number whereas multiple is divided by the number
- H.C.F :-
  - ① Write each no. as a product of its prime factors
  - ② The product of all common prime factors is the H.C.F.

$$\boxed{\text{Product of 2 Nos} = \text{H.C.F} \times \text{L.C.M.}}$$

$$\boxed{* \text{ H.C.F} \leq \text{Smallest No} \& \text{L.C.M.} \geq \text{largest No}}$$

$$* \text{H.C.F. of 2 lo-prime No.} = 1$$

$$* \text{Smallest no exactly divisible by a set of nos is L.C.M.}$$

\*

## Simple Interest & Compound Interest

$$SI = \frac{P \cdot R \cdot T}{100}$$

$$A = P \left[ 1 + \frac{R \cdot T}{100} \right]$$

P = Principal

R = Rate of Interest

T = Time Duration

A = Total Amount

Annually

$$CI = P \left\{ \left( 1 + \frac{R}{100} \right)^n - 1 \right\}$$

$$A = P \left( 1 + \frac{R}{100} \right)^n$$

P = Principal

R = Rate of Interest

n = No of Years

A    
 Total Amount  
 Maturity Amount  
 Amount Becomes

→ Half Yearly :-

$$A = P \left[ 1 + \frac{R/2}{100} \right]^{2n}$$

→ Quarterly :-

$$A = P \left[ 1 + \frac{R/4}{100} \right]^{4n}$$

11. ~~for Profit & Loss~~ (10 min 21 sec 11 s)

## # Profit & Loss

$$\rightarrow \% \text{ gain} = \frac{SP - CP}{CP} \times 100 \rightarrow \text{Gain} = SP - CP$$

$$\rightarrow \% \text{ loss} = \frac{CP - SP}{CP} \times 100 \rightarrow \text{Loss} = CP - SP$$

$$\rightarrow CP = \frac{100}{100 + \text{loss}\%} \times SP \quad \begin{matrix} SP \rightarrow \text{Selling Price} \\ CP \rightarrow \text{Cost Price} \end{matrix}$$

$$\rightarrow CP = \frac{100}{100 + \text{gain}\%} \times SP$$

$$\rightarrow SP = \frac{100 + \text{gain}\%}{100} \times CP$$

$$\rightarrow SP = \frac{100 - \text{loss}\%}{100} \times CP$$

$$\rightarrow \% \text{ change} = a + b + \frac{ab}{100}$$

# Type - I (Unitary Method)

## Time and Work

### Type - I (Chain Rule)

$$\frac{M_1 D_1 H_1}{W_1} = \frac{M_2 D_2 H_2}{W_2}$$

(  
 M → Persons  
 D → Days  
 H → Hours  
 W → work )

### Type - II (Contractor work)

Simpler Formula

### Type - III (1 Day's work $\Rightarrow$ Efficiency Rate)

If A takes  $x$  days & B takes  $y$  days, then A & B together will take  $\frac{xy}{x+y}$  days to do the same piece of work  $\Rightarrow$

$$\boxed{\frac{A+B}{AB}}$$

$$\left\{ \begin{array}{l} A \rightarrow x \\ B \rightarrow y \\ C \rightarrow ? \end{array} \right.$$

$$L.C.M. = 24$$

$$② \quad \frac{24}{x} + \frac{24}{y} + \frac{24}{z}$$

$$\begin{aligned} ③ \quad & \frac{24}{10} \\ \text{Ans.} & \end{aligned}$$

### Type - III (Pigeon Concept) (Fractional Work)

$$\boxed{\begin{array}{l} \text{Day} \times 1 \\ \text{Fractional work} \end{array}}$$

\* Pay attention to extra fraction

### Type - IV (People (one & two))

$$\begin{array}{l} \rightarrow A-15 \\ \rightarrow B-20 \end{array}$$

$\frac{1}{15}$   $\frac{1}{20}$

Total work

$$7 \times 42$$

work done

$$\begin{aligned} & \text{Work Left} = 60 - 28 \\ & = 32 \end{aligned}$$

$$\begin{aligned} & \text{Fraction Left} = \frac{32}{60} = \frac{8}{15} \\ & \text{Work Left} = \frac{8}{15} \times \frac{1}{15} \\ & = \frac{8}{225} \end{aligned}$$

Type - VI (Efficiency Rule)

$A = 30 \text{ days}$        $B = ?$

$\rightarrow A = 130 \text{ days} \Rightarrow B = 100 \text{ days}$  (optimal)

Type - VII (Missing work)

$A \rightarrow 1 \text{ day} (1R)$

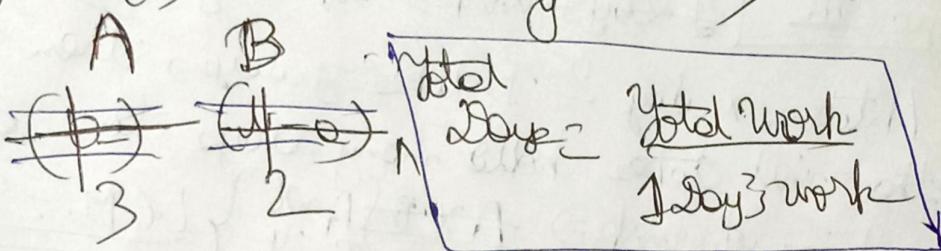
$A+B \rightarrow 2 \text{ days} \rightarrow L.C.M.$

$\therefore \text{B alone} \rightarrow 6 \text{ days} (6R)$

$L.C.M. = 6 \text{ days}$

$\frac{L.C.M.}{A} = 1 \text{ day} (1R)$

$\frac{L.C.M.}{B} = 6 \text{ days} (6R)$



## # Time, Speed & Distance

### Type - I (Normal speed)

$$S = \frac{D}{T}$$

$$1 \text{ Km} = 1000 \text{ m}$$

1 Km  
1 hr

$\frac{1000}{60 \times 60 \text{ sec}}$

$$\times 18 \text{ min}$$

Reverse S

### Type - II (Average Speed)

$$\text{Speed} = \frac{2xy}{x+y}$$

$$1 \text{ Km} = 1000 \text{ m}$$

1 Km  
1 hr

$\frac{1000}{60 \times 60 \text{ sec}}$

$$\times 18 \text{ min}$$

Reverse S

$$\begin{aligned} \text{km} &\rightarrow \text{m} \times \frac{1}{18} \\ \text{hr} &\rightarrow \text{sec} \end{aligned}$$

$$\begin{aligned} \text{m} &\rightarrow \text{km} \times 18 \\ \text{sec} &\rightarrow \text{hr} \end{aligned}$$

### Type - III (Given Constant Distance/Speed/Time)

(Find Ratio).

$$S = \frac{D}{T}$$

Constant

$$\begin{array}{lcl} K & & A \\ \hline S & : & 40 : 60 \\ T & : & 2 : 3 \\ & : & 3 : 2 \end{array}$$

Inversely Proportionality

Speed  $\rightarrow 2 : 3 : 4$

$$\text{Time} \rightarrow \left(\frac{1}{2} : \frac{1}{3} : \frac{1}{4}\right) \times 12 \Rightarrow L.C.M. = 6 : 4 : 3$$

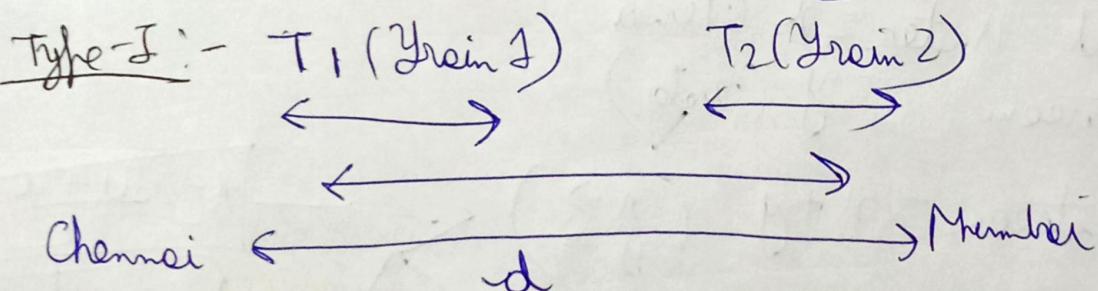
## Type-II (Usual Time VS Total Time)

$$S \times T = \frac{3S}{4} (T + 16)$$

## Type-III (Train/Men Problems)

- A 100m train crossed <sup>still</sup> ~~a man~~ <sup>Pole</sup> in distance travelled = Train Length
- If <sup>11</sup> <sub>11</sub> (Platform/Tunnel) of length 200m  
Distance travelled = Train Length + Platform length
- (-) Train 1 overtakes Train 2  
Subtract Speed Train 1 & Train 2 running in parallel direction
- (+) Train 1 crosses Train 2  
Add Speed Train 1 & Train 2 moving oppositely

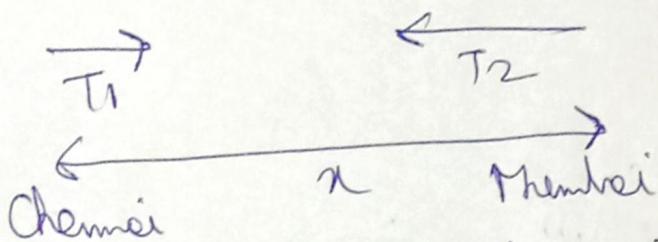
## Trains Meeting [Train Speed, Station Distance, Train Length]



$$\text{Distance} = S_1 \left[ \frac{d + S_2 T}{S_1 + S_2} \right] \text{km}$$

$$\text{Time} = \left[ \frac{d + S_2 T}{S_1 + S_2} \right] \text{hrs}$$

## Type-II



To find distance between 2 stations

$$ud\left[\frac{s_1 + s_2}{s_1 - s_2}\right] \text{ km}$$

## Type-III

CSK:  $\rightarrow T_1$

$\rightarrow T_2$  Member

(CSK  $\rightarrow T_2$ )

(Trains starting from same station but with delay)

Meeting Distance of 2 trains :-

$$\frac{s_1 \times s_2 \times t}{s_1 + s_2} \text{ km}$$

Trains' Meeting Line

$$\left[ \frac{s_1 t}{s_1 + s_2} \right] \text{ hrs}$$

## # Boats & Streams

Still Water =  $x$  (Person)

Stream =  $y$  (water)

Downstream =  $x+y$  ( $x \rightarrow$ ,  $y \rightarrow$ )

Upstream =  $x-y$  ( $x \rightarrow$ ,  $y \rightarrow$ )

$$\begin{aligned} x &= \frac{u+v}{2} \\ y &= \frac{u-v}{2} \end{aligned}$$