

** ** mat is a symbolic model?	
Define an optimal solution Linear Programming Problems (LPP).	
Give two examples of assignment problems.	
What is a dummy activity?	
5. Compare mixed strategy and pure strategy in game theory.	
Group - B	
(Answer any six questions)	$6 \times 5 = 30$
What are the main characteristics of operations research?	5
What are the limitations of Linear Programming Problems?	5
8. Write a short note on the Big M method or penalty cost method in linear programs	ming. 5
Describe the North West Corner Rule method for solving transportation problems	
19. How do you convert an unbalanced transportation problem into a balanced of	
using a suitable example. Le	5
Write down the different phases of a project.	5
12. What are the basic characteristics of a queueing system?	5
13. Write down a short note on a two-person zero-sum game.	\$
	The state of the s

Group - C

(Answer any four questions)

[All parts of the same questions should be written together]

Solve the following linear programming problem graphically.

Maximize z = 5x + 7ysubject to  $x + y \le 4$ ,  $3x + 8y \le 24$ ,  $10x + 7y \le 35$ and  $x, y \ge 0$ 

I. What is a symbolic model?

10

 $4 \times 10 = 40$ 

15. Solve the following linear programming problem using the Simplex method.

Maximize z = 2x + ysubject to  $x - y \le 10$ 

 $2x - y \le 40$ 

 $x, y \ge 0$ 

10

-1+2

[Please Turn Over]

petermine the initial basic feasible solution for the following transportation problem whose cost and rim requirement table is given below, using least cost method:

11	13	-	A C	Supply
	10	1 17	11	The second second
16	18	14	10	250
21	24	13	The state of the s	300
00	225	276	2613	400
	16 21 00	16     18       21     24       00     225	16     18     14       21     24     13       00     225     275	16     18     14     10       21     24     13     10       00     225     275     250

10

There are four jobs to be assigned to five machines. Only one job can assigned to one machine. The amount of time in hours required for the jobs per machine are given in the following matrix. Find an optimum assignment of hobs to the machines to minimize the total processing time and also find out for which machine no job is assigned. What is the total processing time to complete all the jobs?

Jobs	Machines							
	A	В	C	D	F			
	4	3	6	2	7			
2	10	12	11	14	16			
3	4	3.	2		- 10			
4	8	7	6	0				

10

18. (a) State the maximin-minimax principle.

(b) For what value of  $\lambda$ , is the game with following pay-off matrix strictly determinable?

Player B

Player A A2 
$$\begin{bmatrix} \lambda & 6 & 2 \\ -1 & \lambda & -7 \\ A3 & -2 & 4 & \lambda \end{bmatrix}$$

19. A project schedule has the following characteristics.

Activity	1-2	1-3	2-4	3-4	3-5	4-9	5-6	5-7	6-8	7-8	8-10	9-10
Time (days)	4	1	1	1	6	5	4	8	1	2	5	7

- a) Construct a network diagram.
- b) Compute the earliest event time and latest even time.
- c) Determine the critical path and total project duration.

13+4+31