1.	The approach followed by branch and bound is					
	Breadth First Search	Depth First Search	Left Right Search	Right Left Search		
2.	The state space tree is used in					
	Branch and Bound	Backtracking	Both of the above	None of the above		
3.	Which of these are variants of branch and bound?					
	FIFO branch and bound	LIFO branch and bound	Least cost branch and bound	All of the above		
4.	Which of these is faster?					
	FIFO branch and	LIFO branch and	Least cost branch and	Most cost branch and		
	bound	bound	bound	bound		
5.	In 0/1 knapsack problem, the total profit must be					
	Minimized	Maximized	Zero	None of the above		
6.	The 0/1 Knapsack problem can be efficiently solved using					
	Dynamic programming	Branch and Bound	Backtracking	Greedy approach		
7.	Which of these variations of branch and bound is used for solving 0/1 Knapsack problem?					
	FIFO Branch and	LIFO Branch and	Least Cost Branch and	Most Cost Branch and		
	Bound	Bound	Bound	Bound		
8.	The costs in 0/1 knapsack problem considers					
	Values without fraction	Values with fraction	Both of these	None of the above		
9.	In travelling salesman problem, the path is found out.					
	Shortest	Longest	Both of the above	None of the above		
10	10. Which of these problems seems similar to TSP?					
	Sorting	Searching	Hamiltonian Cycle	Merging		
11	11. Find the odd one out.					
	Branch and bound	TSP	Optimization problem	Binary Searching		
12	12. In TSP, if for any node, the cost is greater than upper node then					

That node is killed	That node is explored	That node is used	None of the above		
13. Which of these problems is solved by using branch and bound?					
Minimization problem	Maximization problem	High density problem	Low density problem		
14. The upper bound in 0/1 knapsack problem considers					
Values without fraction	Values with fraction	Both of these	None of the above		
15. In which of the variant, the number of possible solutions is less?					
Symmetric TSP	Asymmetric TSP	Disymmetic TSP	None of the above		
16. In TSP, if for any node, the cost is greater than upper node then					
That node is killed	That node is explored	That node is used	None of the above		