Q.P.	С	ode:	19MB	9013											R19
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			MBA	I Year	' II Se	mest	er Re	egula	ar Exa	minat	ions	Octo	ber-20	20	
						OPE	RAT	IONS	<b>RES</b>	EARC	H				
Time	:3	hours	6				<b>CF</b>	OTIC					Ma	ix. Mar	ks: <b>60</b>
							SE		$\mathbf{N} - \mathbf{A}$			`			
					(Ansv	ver all	Five	Units	$5 \times 10$	0 = 50	Marl	(S)			
		D C	0		D			UNI	Г-І						
1	a	Defin	ie Ope	rations	Rese	arch. I	Explai	in the	proces	s of O	perat	ions Re	esearch	•	5M
	b	Max1	mize Z	L = 11X	(1+4x) (x-2) (x-4)	2 _01									5M
		Colls	traints	$4\mathbf{x}1 + 2$	)x2 <- )x7<-	-04 32									
				.x1>=(	$2x^2 < -2$	=0									
		Solve	e the al	oove li	ner pr	ogram	ming	probl	em by	using	grapł	nical m	ethod.		
					_	-	_	OI	2	-					
2	a	What	are th	e majo	r appl	icatio	ns of	Oper	ations	Resear	ch				5M
	b	Solve	e the fo	ollowin	g prol	olem t	oy Sin	nplex	metho	d.					5M
		Max.	Z = 8z	x <sub>1</sub> +19x	$x_2 + 7x_3$		•	-							
		Subje	ect to c	onstrai	ints										
		$3x_1 + 4$	$4x_2 + x_3$	≤25											
		$x_1 + 3x_{-1}$	$x_2 + 3x_3$	≥50											
		X1>=	0, X22	>=0.			r								
								UNI	-11						
3	a	Find	Initial	basic f	easibl	e solu	tion f	or the	below	proble	em				5M
						W1	V	V2	W3	W4		Supply			
				F1		10		0	20	11		20			
				F2		12		7	9	20		25			
				F3		0	14	5	16	18		15			
	1-	Wink		Dema	and	10		5	15 at mma <sup>1</sup> -	<u>  20</u>		antiar	mathe	4	<b>5</b> 14
	D	vv rite	e the pi	loceau	le of s	orving	g assig	ginnel	n prob	iem by	nun	igarian	metho	u.	2111

OR

Π

15

I

20

IV

20

III

18

V

25

**10M** 

**4 a** Solve the following assignment problem

**b** Write short notes on

	В	18	20	12	14	15			
	С	21	23	25	27	25			
	D	17	18	21	23	20			
	Е	18	18	16	19	20			
hort notes on the following									
a) Hungarian Method of assignment									

b) Un balanced assignment problem

Operation

/task

A

## Q.P. Code: 19MB9013

## UNIT-III

- 5 a Define Game theory. Explain pure strategies and mixed strategies
  5M
  b Write the steps of dominance rule in Games?
  5M
  - **OR**
- **6 a** For the game given below determine optimal strategies for A

1

7

11

 $\frac{B}{3}$ 

2

А

**b** Calculate the value of the game and find the best strategies for player A and **5M** Player B.

	D		
	1	3	6
	2	1	3
A	6	2	1

# UNIT-IV

7 a Define Project. What are the steps involved in CPM?5Mb Write short notes on a) Project Crashing b) PERT.5MOR0R

8 a Draw the network and identify the critical path.

Activity	Duration
1-2	7
1-3	7
2-3	8
2-4	6
3-6	9
4-5	3
5-6	5

b Write short notes oni) Steps in PERTii)Cost slopeiii)Project crashing

#### **UNIT-V 9** a Define replacement models? Explain the replacement model types in detail

**b** Find the sequence of jobs and elapsed time, idle times of 1 and 2 machines. **5M** 

Job	1	2	3	4	5	6	
Machine-1	5	9	4	7	8	6	
Machine-2	7	4	8	3	9	5	
OR							

- **10 a** A) Why should manufacturers go for replacement?B) What is Group replacement?
  - b There are five jobs (namely 1,2,3,4 and 5), each of which must go through machines A, B and C in the order ABC. Processing Time (in hours) are given below:

Jobs	1	2	3	4	5
Machine A	5	7	6	9	5
Machine B	2	1	4	5	3
Machine C	3	7	5	6	7

Find the sequence of the jobs and elapsed time.

5M

5M

**5M** 

**5M** 

**5**M



**5**M

## **SECTION – B**

## (Compulsory Question)

11

**1 x 10 = 10** Marks

A fleet owner finds from his past experience records that the cost of the machine is Rs 6000/- and the running cost are given below. At what age the replacement is due;-

Year	1	2	3	4	5	6	7	8
Maintenance Cost	1000	1200	1400	1800	2300	2800	3400	4000
Resale Value	3000	1500	750	375	200	200	200	200
			*** 🗖	ND ***				

***	<b>END</b>	**
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