## Machines

Job	$M_1$	$M_2$	$M_3$	$M_4$	$M_5$	$M_6$
Α	19	8	8	3	11	24
В	18	6	9	6	9	18
C	12	5	8	5	7	15
D	20	5	3	4	8	11

24. Calculate the earliest start, earliest finish, Latest start and Latest finish of each activity of the project given below and determine the critical path method of the project.

 Activity:
 1-2
 1-3
 1-5
 2-3
 2-4

 Duration (in weeks):
 8
 7
 12
 4
 10

 Activity:
 3-4
 3-5
 3-6
 4-6
 5-6

 Duration (in weeks):
 3
 5
 10
 7
 4

Time: Three hours Maximum: 75 marks SECTION A —  $(10 \times 2 = 20 \text{ marks})$ 

Answer any TEN questions.

- 1. Define Operation Research.
- 2. What is Optimum Solution?
- 3. What are basic variables?
- 4. Define slack variable.
- 5. Define basic feasible solution.
- 6. Define assignment problem.
- 7. State dominance property.
- 8. What is mixed strategy?
- 9. Define total elapsed time.
- 10. Write the use of Monte-Carlo method.
- 11. Define critical path.
- 12. Why do we go for simulation?

Management

## SECTION B — $(5 \times 5 = 25 \text{ marks})$

## Answer any FIVE questions.

- 13. Describe the characteristics of operation research.
- 4. Write the dual of the following primal LP problem Minimize  $z = 4x_1 + 5x_2 3x_3$  Subject to constraints  $x_1 + x_2 + x_3 = 22$   $3x_1 + 5x_2 2x_3 \le 65$   $x_1 + 7x_2 + 4x_3 \le 120$
- $x_1 \ge 0$ ,  $x_2 \ge 0$  and  $x_3$  unrestricted. 15. Write an algorithm for Charnes method of
- penalties.

  16. Solve the transportation problem.

- 17. Write an algorithm for matrix minima and Vogel's approximation methods.
- 18. Solve the game whose pay-off matrix is given by Player B

$$A_1$$
  $A_2$   $A_3$   $A_4$   $A_5$   $A_6$   $A_7$   $A_8$   $A_8$ 

19. What are the advantages and limitations of simulation?

SECTION C — 
$$(3 \times 10 = 30 \text{ marks})$$
  
Answer any THREE questions.

20. Solve the following LP problem by Simplex method.

Minimize  $z = 8x_1 - 2x_2$ 

Subject to constraints.

$$-4x_1 + 2x_2 \le 1$$

$$5x_1 - 4x_2 \le 3$$
 and  $x_1, x_2 \ge 0$ .

21. Use two phase simplex method to

Maximize  $z = 5x_1 + 3x_2$ 

Subject to constraints

$$2x_1 + x_2 \le 1$$

$$x_1 + 4x_2 \ge 6$$
 and  $x_1, x_2 \ge 0$ 

22. The assignment cost of assigning any one operator to any one machine is given in the following table.

## **Operators**

Find the optimal assignment by Hungarian method.