$\square$

# VASAVI COLLEGE OF ENGINEERING (Autonomous), HYDERABAD <br> M.C.A. (CBCS) III-Semester Main Examinations, January-2018 

Operations Research
Time: 3 hours
Note: Answer ALL questions in Part-A and any FIVE from Part-B
Part-A (10 $\times 2=20 \mathrm{Marks})$

1. What is the significance of slack \& surplus variables?
2. Name the three basic parts of the simplex technique.
3. Write mathematical model for general transportation problem.
4. Explain any one of the three methods of finding initial feasible solution of a transportation problem.
5. What is the optimality criterion in the assignment problem?
6. Explain one example to explain the need for integer programming problem.
7. Classify inventory.
8. Define EoQ.
9. Explain: (i) Minimax and Maximin principle. ii) Pure and mixed strategies.
10. Consider the game $G$ with the following payoff:

Player A

|  | $\mathrm{B}_{1}$ | $\mathrm{~B}_{2}$ |
| ---: | ---: | ---: |
| $A_{1}$ | 2 | 6 |
| $A_{2}$ | -2 | $\lambda$ |

Show that $G$ is strictly determinable whatever $\lambda$ may be.
Part-B $(5 \times 10=50 \mathrm{Marks})$
11. a) Solve the following problem graphically
$\operatorname{Max} z=-x_{1}+2 x_{2}$
subject to $x_{1}-x_{2} \leq-1$
$-0.5 x_{1}+x_{2} \leq 2$
$x_{1}, x_{2} \geq 0$
b) Maximize $z=3 x_{1}-x_{2}$

$$
\begin{aligned}
& 2 x_{1}+x_{2} \leq 2 \\
& x_{1}+3 x_{2} \geq 3 \\
& x_{2} \leq 4, \quad x_{1}, x_{2} \geq 0
\end{aligned}
$$

12. a) Find an optimal solution to the following transportation cost problem.

|  |  | X | Y | Z | Supply |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | A | 2 | 7 | 4 | 50 |
|  | B | 3 | 3 | 7 | 70 |
|  | C | 5 | 4 | 1 | 80 |
| Sources | D | 1 | 6 | 2 | 140 |
|  | Demand | 70 | 90 | 180 |  |

b) Determine an initial basic feasible solution to the following transportation problem using row minima method.

13. a) Four new machines $M_{1}, M_{2}, M_{3}$ and $M_{4}$ one to be installed in a machine shop. There are five vacant places $A, B, C, D$ and $E$ available. Because of limited space, machine $M_{2}$ cannot be placed at $C$ and $M_{3}$ cannot be placed at $A$. $C_{i j}$, the assignment cost of machine $i$ to place $j$ in rupees given below. Find optimal assignment schedule.
$M_{1}$
$M_{2}$
$M_{3}$

$M_{4}$$\quad$|  | A | C | C | E |
| :---: | :---: | :---: | :---: | :---: |
| 7 | 6 | 10 | 5 | 6 |
| - | 6 | - | 5 | 4 |
| 9 | 3 | 9 | 6 | 2 |

b) Explain the methods used in solving integer programming problem.
14. a) Explain various costs involved in inventory theory.
b) A stockist has to supply 12,000 units of a product per year to his customer. The demand is fixed and known and the shortage cost is assumed is to be infinite. The inventory holding cost is Rs 0.20 per unit per month and the ordering cost per order is Rs 350 . Determine (i) the optimum lot size $Q_{0}$ (ii) Optimum scheduling period to (iii) minimum total variable yearly cost.
15. a) Solve the following $2 \times 5$ game by graphical method

Player B
Player A

| Player B |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 1 | 2 | 3 | 4 | 5 |
| 2 | -5 | 5 | 0 | -1 | 8 |
| 8 | -4 | -1 | 6 | -5 |  |

b) Explain how to solve 2 xn game by graphical method
16. a) (i) Construct the dual of primal problem

Maximize $z=2 x_{1}+x_{2}+x_{3}$

$$
\begin{aligned}
& x_{1}+x_{2}+x_{3} \geq 6 \\
& 3 x_{1}-2 x_{2}+3 x_{3}=3 \\
& -4 x_{1}+3 x_{2}-6 x_{3}=1 \quad x_{1}, x_{2} \quad x_{3} \geq 0
\end{aligned}
$$

(ii) Prove that dual of a dual is primal.
b) Solve the following transhipment problem

Sources

Required
Available

Sources

|  | $S_{1}$ | $S_{2}$ | $D_{1}$ | $D_{2}$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $S_{1}$ | 0 | 2 | 3 | 4 | 5 |
| $S_{2}$ | 2 | 0 | 2 | 4 | 25 |
| $D_{1}$ | 3 | 2 | 0 | 1 |  |
| $D_{2}$ | 4 | 4 | 1 | 0 |  |
|  |  |  | 20 | 10 |  |

17. Answer any two of the following:
a) Describe on algorithm for the solution of the assignment problem.
b) Define: Inventory and Derive the $E O Q$ formula $q_{0}=\sqrt{\frac{2 c_{3} R}{c_{1}}}$, where the symbols have usual meanings.
c) Solve the following game by dominance.

Player B
Player A

| 6 | 15 | 30 | 21 | 6 |
| :---: | :---: | :---: | :---: | :---: |
| 3 | 3 | 6 | 6 | 4 |
| 12 | 12 | 24 | 35 | 3 |

