

**Indian Maritime University**  
**(A Central University, Govt of India)**  
**End Semester Examinations – December 2023**

**Programme Name: BBA (LRE)**  
**Semester: III**  
**Subject Code: UG31T3305**  
**Subject Name: Operations Research for business**

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**Date: 18.12.2023**  
**Duration: 3 Hrs**

**Max Marks: 70**  
**Pass Marks: 35**

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**Part A – 10 MCQs (10 X 01 Mark)**

1. The purpose of the transportation approach for locational analysis is to minimize
  - (a) Total shipping costs.
  - (b) Total variable costs.
  - (c) Total fixed costs.
  - (d) The number of shipments.
2. The presence of a group of customers who arrive randomly to receive some service is identified by
  - (a) Reneging
  - (b) Queuing
  - (c) arrival
  - (d) Service mechanism
3. If D is the duration, ES and EF are the earliest start and finish, LS and LF are latest start and latest finish time, and then the following relation holds good.
  - (a)  $EF = ES + D$
  - (b)  $LS = LF + D$
  - (c)  $LF = LS + D$
  - (d) All of the above
4. A linear programming problem is one that is concerned with finding the...A...of a linear function called ...B...Function of several variables (say x and y), subject to the conditions that the variables are ...C... and satisfy set of linear inequalities called linear constraints. Here A,B and C are respectively
  - (a) Objective, optimal value , negative
  - (b) Optimal value, objective , negative
  - (c) Optimal value, objective , non-negative
  - (d) Objective, optimal value, non- negative
5. In a zero sum game,
  - (a) What one player wins, the other loses.
  - (b) The sum of each player's winnings if the game is played many times must be zero.
  - (c) The game is fair-each person has an equal chance of winning.
  - (d) Long run profits must be zero.
6. The utilization factor for a system represents
  - (a) The steady state average waiting time.
  - (b) The probability that no one is in the system.
  - (c) The probability that the service facility is being used.
  - (d) The average number of customers in the queue.

7. One of the following is not a type of Float:
  - (a) Total Float
  - (b) Free Float
  - (c) Mutually dependent Float
  - (d) Independent Float
8. A feasible solution of a linear programming problem should:
  - (a) Optimise the objective function
  - (b) Satisfy all constraints and non-negative restrictions
  - (c) Satisfy non- negative restrictions
  - (d) Satisfy all constraints
9. The shortest possible time in which an activity can be achieved under ideal circumstances is known as \_\_\_\_\_
  - (a) Pessimistic time estimate
  - (b) Optimistic time estimate
  - (c) Expected time estimate
  - (d) The most likely time estimate
10. When the number of shipments in a feasible solution is  $> m+n-1$ 
  - (a) The solution is optimal
  - (b) There is degeneracy, and an artificial allocation must be created
  - (c) A dummy source must be created
  - (d) A dummy destination must be created

**Part B – 5 Short Questions (05 X 02 Marks)**

11. What is critical path?
12. Explain Unusual Customer Behaviour in queuing theory?
13. Explain transportation problem?
14. Solve the game whose pay-off matrix is given below:

		Player B				
		B1	B2	B3	B4	B5
Player A	A1	-2	0	0	5	3
	A2	3	2	1	2	2
	A3	-4	-3	0	-2	6
	A4	5	3	-4	2	-6

15. What is queuing theory?

**Part C – 7 Long Questions-Answer Any 5 (05 X 10 Marks)**

16. Solve the transportation problem.

	D1	D2	D3	Supply
S1	5	1	7	10
S2	6	4	6	80
S3	3	2	5	50
Demand	75	20	50	

17. Solve the following assignment problem using Hungarian Method. The matrix entries are processing time of each man in hours.

Men	I	II	III	IV	V
Job 1	20	15	18	20	25
Job 2	18	20	12	14	15
Job 3	21	23	25	27	25
Job 4	17	18	21	23	20
Job 5	18	18	16	19	20

18. A branch of Punjab National Bank has only one typist. Since the typing work varies in length, the typing rate is randomly distributed approximately a Poisson distribution with mean service rate of 8 letters per hour. The letters arrive at a rate of 5 per hour during the entire 8 hour work day. If the typewriter is valued at Rs. 1.50 per hour. Determine

- Equipment utilisation
- The percent time an arriving letter has to wait
- Average system time
- Average cost due to waiting on part of typewriter

19. Solve the following game using Dominance property

Player A	Player B		
	I	II	III
1	1	7	2
2	6	2	7
3	5	1	6

20. A project schedule has the following characteristics

Activity	Duration
1-2	13
1-3	12
2-4	2
3-4	8
2-5	15
4-5	2

- (a) Draw the project network
- (b) Determine the Critical path
- (c) Compute Earliest Start Time, Earliest Finish Time, Latest Start Time, Latest Finish Time.

21. What are the time estimates in PERT?

22. Maximize  $Z = x_1 + 4x_2$   
Subject to  $2x_1 + x_2 \leq 3$   
 $3x_1 + 5x_2 \leq 9$   
 $x_1 + 3x_2 \leq 5$   
 $x_1, x_2 \geq 0$