

Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8 = 50, will be treated as malpractice Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages. 2

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4 a. What is Saddle Point?

(03 Marks)

b. A company has two plants, each of which produces and supplies two products A and B. The plants can each work upto 16 hours a day in plant 1, it takes 3 hours to prepare and pack 1000 gallons of A and one hour to prepare and pack one quintal of B. In plant 2, it takes 2 hours to prepare and pack 1000 gallons of A and 1.5 hours to prepare and pack a quintal of B. In plant 1, it costs Rs.15000 to prepare and pack 1000 gallons of A and Rs.28000 to prepare and pack a quintal of B, whereas in plant 2, these costs are Rs.18000 and Rs.26000 respectively. The company is obliged to produce daily atleast 10000 gallons of A and 8 quintal of B.

Formulate this problem as an LPP model to find out as to how the company should organize its production so that the required amounts of the two products be obtained at the minimum cost. (07 Marks)

c. Obtain the initial basic feasible solution by Vogel's approximation method:

	D_1	D_2	D_3	$ D_4 $	Supply	4
S ₁	1	2	1	4	30	
S ₂	3	3	2	1	30	
S ₃	4	2	5	9	40	
Demand	20	40	30	10	(y)	
					-	-

(10 Marks)

(03 Marks)

- 5 a. What do you mean by crashing of the project?
 - b. A department of a company has 5 employees with 5 jobs to be performed. The time in hours that each man takes to perform each job is given in the matrix.

			Em	iploy	rees		
		I	II	III	IV	V	
	Α	10	5	13	15	16	Allen
	B	3	9	18	13	6	2
Job	C	10	7	2	2	2	7
6	D	7	11	9	7	12	1
	E	7	9	10	4	12	1

How should the jobs be allocated, one per employee, so as to minimize the total man hours? (07 Marks) (10 Marks)

6 a. What is a simulation model?

c.

(03 Marks)

- b. What is a closed loop in transportation problem? How a closed loop is drawn? Explain. (07 Marks)
- c. Solve the game whose payoff matrix is given below:

	Player B							
(B ₁	B ₂	B ₃	B ₄	9		
	A_1	3	2	4	0			
Player A	A ₂	3	4	2	4			
	A ₃	4	2	4,	0			
	A ₄	0	4	0	8			
			4					

(10 Marks)

(03 Marks) (07 Marks)

- 7 a. What is linear programming?
 - b. Explain the phases of project management.

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c. These are 7 jobs, each of which has to go through machines A and B in the order AB. Processing times in hours are as follows:

Job	1	2	3	4	5	6	7	
Machine A	3	12	15	6	10	11	9	19
Machine B	8	10	10	6	12	1	3	

Determine the sequence in which these jobs will minimize the total elapsed time T. Also find T and idle time for machines A and B. (10 Marks)

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The following network diagram represents activities associated with a project:

C

Α	B	C	D	E	F	G	H	I
5	18	26	16	15	6	7	7	3
10	22	40	20	25	12	12	9	5
8	20	33	18	20	9	10	8	4
	A 5 10 8	A B 5 18 10 22 8 20	A B C 5 18 26 10 22 40 8 20 33	A B C D 5 18 26 16 10 22 40 20 8 20 33 18	A B C D E 5 18 26 16 15 10 22 40 20 25 8 20 33 18 20	A B C D E F 5 18 26 16 15 6 10 22 40 20 25 12 8 20 33 18 20 9	A B C D E F G 5 18 26 16 15 6 7 10 22 40 20 25 12 12 8 20 33 18 20 9 10	A B C D E F G H 5 18 26 16 15 6 7 7 10 22 40 20 25 12 12 9 8 20 33 18 20 9 10 8

Determine the following:

- (i) Expected completion time and variance of each activity.
- (ii) The earliest and latest expected completion times of each event.
- (iii) Critical path.
- (iv) The probability of expected completion time of the project if the original scheduled time of completing the project is 41.5 weeks.

Fig.Q8

(v) The duration of the project that will have 95% chance of being completed. (20 Marks)

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