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SM - 622

# IV Semester B.C.A. Examination, May/June 2018 (CBCS) (F+R) (2015-16 and Onwards) COMPUTER SCIENCE

BCA - 405 : Operations Research

Time: 3 Hours

Max. Marks: 100

Instruction: Answer all the Sections.

#### SECTION - A

I. Answer any 10 of the following. Each question carries 2 marks.

 $(10 \times 2 = 20)$ 

- 1. What is operations research?
- 2. What is meant by optimal solution?
- 3. Explain the steps involved in transportation problem.
- 4. Define artificial variable with example.
- 5. What are the different methods in solving assignment problem
- 6. How to calculate critical path?
- 7. Explain Fulkerson's rule.
- 8. Define slack and surplus variable.
- 9. Explain the rule of determine saddle point.
- 10. Write any two applications of assignment problem.
- 11. Define: i) Total elapsed time ii) Idle time.
- 12. Explain the rule of dominance.

#### SECTION - B

II. Answer any four of the following:

 $(4 \times 10 = 40)$ 

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- 13. a) List and explain the various phases of operations research.
  - b) An agricultural research institute suggested the farmer to spread out atleast 4800 kgs of special phosphate fertilizer and not less than 7200 kg of a special nitrogen fertilizer to race the productivity of crops in his fields. There are two sources of obtaining these-mixtures A and mixtures B. Both of these are available in bags weighing 100 kg each and they cost Rs. 40 and Rs. 24 respectively. Mixture A contains phosphate and nitrogen equivalent of 20 kg and 80 kg respectively, while mixture B contains these ingradients equivalent to 50 kg each. Write this as an LPP and determine how many bags of each type the farmer should buy inorder to obtain the required fertilizer at minimum cost.

P.T.O.

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14. a) Explain the steps of graphical method to obtain an optimal solution in a linear programming problem.

insituation: Answer all the Sections

b) Solve the following LPP by graphical method. Maximize  $z = 10x_1 + 8x_2$ 

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- Subject to constraints
- $2x_1 + 3x_2 \le 30$
- $X_1 2X_2 \ge -15$  $X_1, X_2 \ge 0$
- 15. a) Explain Hungarian method for solving assignment problem.
- 4
- b) Solve the transportation problem by using MODZ method.
- 6
- II III IV : Supply A 15 10 17 18 0 2 B 16 13 12 13 taio 6 no emite C 12 17 20 11 Demand 3 3 4 5
- 16. a) Explain degeneracy in transportation problem.

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b) Use Vogel's approximation method to obtain an initial basic feasible solution of the given transportation problem.

		Destination					
	D <sub>1</sub>	D <sub>2</sub>	$D_3$	D	Supply		
Factory F <sub>1</sub>	3	3	4	त्या वैस्ता	100		
F <sub>2</sub>	4	2	304600	100 2 911	125		
F <sub>3</sub>	1	5	3	2	75		
Demand	120	80	75	25	300		

weren't bur of the following 17. A small project consists of seven activities for which the relevant data are given below:

a		٠
1	8	B

Activity	Preceding Activities	Activity Desert
A SCOR SOLIDING	- John Marie Committee	Activity Duration
В	deflicant a race the product W	t dendan 4 lainaga s
Hydra Lights A son	ces of obtaining these-mids	Thorage Are two soul
100 to <b>2</b> 1ch an	anidpiew apad ni eldaliava	era eze6irin ntañ.
ontains <b>D</b> iospha	A eluxivA, Bulgager AS	The same of the sa
kim eli <b>E</b> v visivik	equal of A, Branch OS to	cost Rs. 47) and Hs
each Weltering	T 25 M 7 T T T T T T T T T T T T T T T T T T	измунц <mark>7</mark> Перацип
	of C,D,Eupe shape	on talls geseing
Drevides attuiti	C,D,E	ordinnesie 5 bras 173

- i) Draw the network and find the project completion time.
- ii) Calculate total float for each of the activities.



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18. Solve the following game using dominance method to reduce the matrix, write the strategies adopted by each player and value of game. 10

ouses are give		Y <sub>1</sub>	Y	<b>Y</b> <sub>3</sub>	<b>Y</b> <sub>4</sub>	<b>Y</b> <sub>5</sub>
Constitution of		B <sub>1</sub>	B <sub>2</sub>	В	$B_4$	B <sub>5</sub>
(IX)	A <sub>1</sub>	4	4	2	- 4	- 6
X <sub>2</sub>	A <sub>2</sub>	8	6	8	-4	0
X <sub>3</sub>	A <sub>3</sub>	10	2	4	10	12

SECTION - C

III. Answer any four of the following:

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19. a) Compare between assignment problem and transportation problems.

b) Solve the following LPP using Simplex Method.

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Maximize  $z = 3x_1 + 2x_2$ 

Subject to constraints

$$X_1 + X_2 \leq 4$$

$$x_1 - x_2 \le 2$$

$$X_1, X_2 \ge 0$$

20. Use Big M Method to solve

10

Minimize  $z = 4x_1 + 3x_2$ 

Subject to

$$2x_1 + x_2 \ge 10$$

$$-3x_1 + 2x_2 \le 6$$

$$X_1 + X_2 \ge 6$$

$$x_1, x_2 \ge 0$$

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21.a) Luminus camps has three factories F<sub>1</sub>, F<sub>2</sub> and F<sub>3</sub> with production capacity 30, 50 and 20 units per week respectively. These units are to be shipped to four warehouses W<sub>1</sub>, W<sub>2</sub>, W<sub>3</sub> and W<sub>4</sub> with requirements 20, 40, 30 and 10 units per week respectively. The transportation costs (in Rs.) per unit between factories and warehouses are given below:

Factory	e e e e e e e e e e e e e e e e e e e	Warehouse				
	W <sub>1</sub>	$W_2$	$W_3$	W,	Supply	
<b>F</b> <sub>1</sub>	1.0	2	e <b>1</b>	4	30	
F <sub>2</sub>	3	· / · 3	2	1	50	
F <sub>3</sub>	4	2	5	9	20	
Demand	20	40	30	10		

Find the initial basic feasible solution of the given transportation problem using North West corner rule.

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b) Give mathematical formulation of a transportation problem.

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22. a) Mention the types of assignment problem. Describe the methods of an assignment problem.

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b) Solve the assignment problem given below:

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	1	4	6	3 - 0
37-3000 00 133	9	7	10	9
III	4	5	11	7
IV	8	7	8	5

23. a) Difference between PERT and CPM.

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b) Calculate the earliest start, earliest finish, least start, least finish of each activity of the project given below:

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Activity	T.	Subject to story				
	1-2	1 – 3	2-4	2-5	3-4	4-5
Duration (in days)	8	4	10	2	- F	1 0
			10		3	3

24. a) Explain the following terms:

i) Pay off matrix

ii) Fair game

iii) Strategy.

(2+2+2=6)

b) Solve the following game whose payoff matrix is given below:

9 3 1 8 0 6 5 4 6 7 2 4 3 3 8 5 6 2 2 1