

2032  
B. Voc. (Logistic Management)-5<sup>th</sup> Semester  
LEM-505: Operation Research

Time allowed: 3 Hours

Max. Marks: 80

**NOTE:** Attempt five questions in all, including Question No. I which is compulsory and selecting one question from each Unit.

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- I. Attempt any four questions out of following: -
- (a) What are the stages involved in the Operation Research approach to problem solving?
  - (b) Explain different principles of duality.
  - (c) Describe Initial basic feasible solution in transportation.
  - (d) How can a Ganlt Chart be useful in solving sequencing problem?
  - (e) What do you meant by two persons zero sum games?
  - (f) Elaborate decision making under conditions of uncertainty. (4×4)

**UNIT - I**

- II. What do you meant by operations research? Discuss its significance and scope. (16)

- III. Slove the following LPP

Max  $Z = 4x + 3y + 5z - 150$

Subject to  $2x + 3y + 2z \leq 400$

$3x + 2y + 2z \leq 350$

$x + 4y + 2z \leq 300$

where as,  $x, y, z \geq 0$

(16)

**UNIT-II**

- IV. (a) Explain the Vogel's approximation method of solving a transportation problem.  
(b) How is optimality analysis done in a transportation problem? (8+8)

- V. Solve the following assignment problem. The data given in the table refer to production in units.

Machines

Operators	A	B	C	D
1	10	5	7	8
2	11	4	9	10
3	8	4	9	7
4	7	5	6	4
5	8	9	7	5

(16)

**P.T.O.**

(2)

**UNIT-III**

- VI. There are six jobs that must go through two machines A and B in the same order. The processing time in hours given below:-

Machines \ Jobs	J <sub>1</sub>	J <sub>2</sub>	J <sub>3</sub>	J <sub>4</sub>	J <sub>5</sub>	J <sub>6</sub>
A	8	10	11	12	16	20
B	7	15	10	14	13	9

(16)

- VII. Define queue discipline. Discuss the role of queuing theory in decision making and its applications in today's world. (16)

**UNIT-IV**

- VIII. What is Monte Carlo simulation? Discuss the application of simulation techniques for decision making. (16)

- IX. Using the dominance property obtain the optimal strategies for both the players and determine the value of the game. The pay off matrix for Player A is given:-

		Player-B				
		I	II	III	IV	V
Player-A	I	2	4	3	8	4
	II	5	6	3	7	8
	III	6	7	9	8	7
	IV	4	2	8	4	3

(16)

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