# SAINTGITS COLLEGE OF ENGINEERING (AUTONOMOUS) 

(AFFILIATED TO APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY, THIRUVANANTHAPURAM)
FIFTH SEMESTER INTEGRATED MCA DEGREE EXAMINATION (R), DECEMBER 2023 (2020 SCHEME)
Course Code: 20IMCAT309
Course Name: Introduction to Operations Research
Max. Marks: 60
Duration: 3 Hours

## Non-programmable calculators may be permitted

PART A
(Answer all questions. Each question carries 3 marks)

1. Write any three basic assumptions in LPP.
2. Write any three applications of LPP.
3. Define artificial variable with an example.
4. Find the dual of

$$
\begin{gathered}
\text { Max } z=3 x_{1}+x_{2}+x_{3} \\
\text { Subject to } x_{1}+x_{2}+x_{3} \leq 5 \\
2 x_{1}+x_{3} \leq 10 \\
x_{2}+3 x_{3} \leq 15 \\
x_{1}, x_{2}, x_{3} \geq 0
\end{gathered}
$$

5. What do you mean by an unbalanced Transportation Problem and explain how to convert the unbalanced Transportation Problem into a balanced one?
6. Find an initial basic feasible solution by North West Corner Cell method

Destinations

|  |  |  |  | A | B |
| :---: | :---: | :---: | :---: | :---: | :---: |
| C |  |  |  | Supply |  |
| Sources | W | 2 | 7 | 4 | 5 |
|  | X | 3 | 3 | 1 | 8 |
|  | Y | 5 | 4 | 7 | 7 |
|  | Z | 1 | 6 | 2 | 14 |
| Demand |  | 7 | 9 | 18 |  |

7. What is two person zero sum game?
8. Find the saddle point of the following game.

Player B
Player A $\left[\begin{array}{ll}3 & 2 \\ 4 & 1\end{array}\right]$
9. Explain customer's behaviour in a Queue.
10. Explain the various queue disciplines.

## PART B

(Answer one full question from each module, each question carries 6 marks)

## MODULE I

11. Solve using Graphical method

$$
\begin{gather*}
\text { Max } z=3 x_{1}+4 x_{2} \\
\text { subject to } x_{1}+2 x_{2} \leq 4  \tag{6}\\
3 x_{1}+2 x_{2} \leq 6 \\
x_{1}, x_{2} \geq 0
\end{gather*}
$$

## OR

12. Solve using Simplex method

$$
\begin{gather*}
\text { Max } z=7 x_{1}+6 x_{2} \\
\text { subject to } x_{1}+x_{2} \leq 4  \tag{6}\\
2 x_{1}+x_{2} \leq 6 \\
x_{1}, x_{2} \geq 0
\end{gather*}
$$

## MODULE II

13. Solve by Two-Phase method

$$
\begin{gather*}
\text { Min } z=6 x_{1}+5 x_{2} \\
\text { subject to } 2 x_{1}+x_{2} \geq 80 \\
x_{1}+2 x_{2} \geq 60  \tag{6}\\
x_{1}, x_{2} \geq 0
\end{gather*}
$$

## OR

14. Solve the following LPP using Big M method

$$
\begin{gather*}
\text { Min } z=9 x_{1}+10 x_{2} \\
\text { subject to } x_{1}+2 x_{2} \geq 25  \tag{6}\\
4 x_{1}+3 x_{2} \geq 24 \\
3 x_{1}+2 x_{2} \geq 60 \\
x_{1}, x_{2} \geq 0
\end{gather*}
$$

## MODULE III

15. Solve the Transportation problem to maximize profit

> Profit in Rs/Unit

Destinations

| A |  |  |  |  | B | C |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Sources | X | 15 | 51 | 42 | 33 | 23 |
|  | Y | 80 | 42 | 26 | 81 | 44 |
|  | Z | 90 | 40 | 66 | 60 | 33 |
| Demand |  | 23 | 31 | 16 | 30 |  |

## OR

16. Solve the following minimal assignment problem

Man

|  |  | 1 | 2 | 3 | 4 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 12 | 30 | 21 | 15 |
|  | $B$ | 18 | 33 | 9 | 31 |
|  | C | 44 | 25 | 21 | 21 |
|  | D | 14 | 30 | 28 | 14 |

## MODULE IV

17. a) Write principle of dominance.
b)

Apply dominance rule and solve the following game problem
Player B

(6)

## OR

18. Solve the following game graphically

$$
\left[\begin{array}{ccccl}
B_{1} & B_{2} & B_{3} & B_{4} & B_{5} \\
2 & -4 & 6 & -3 & 5  \tag{6}\\
-3 & 4 & 4 & 1 & 0
\end{array}\right]
$$

## MODULE V

19. Explain the basic characteristics of a queuing model.

## OR

20. In a public telephone booth having just one phone, the arrivals are considered to be Poisson with the average of 15 per hour. The length of a phone call is assumed to be distributed exponentially with mean 3 minutes. Find the
(i) average number of customers waiting in the system.
(ii) average number of customers waiting in the queue.
(iii) expected waiting time of a customer in the system.
(iv) expected waiting time of a customer in the queue.
(v) percentage of time that the telephone booth will be idle.
