

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



b.

Module-3

5 Solve the following transportation problem and find the minimum transportation cost.

Warehouse \rightarrow Factory \downarrow	\mathbf{W}_1	W ₂	W ₃	W ₄	Factory Capacity
F_1	19	30	50	10	7
F ₂	70	30	40	60	9
F ₃	40	8	70	20	18
Warehouse	5	8	7	14	
Requirement					

(16 Marks)

Solve the following assignment problem and find minimum time required to complete all 6 jobs. Time each man would take to perform each task is given in the matrix.

					1	
	$Job \rightarrow$	I	II	III	IV	
	Men↓					
	Α	8	26	17	11	
	В	13	28	4	26	
	C	38	19	18	15	
\sum	D	19	26	24	10	
						7

(16 Marks)

Module-4

Explain the Fulkerson's rule for number of nodes. 7 a.

(05 Marks) Time estimates in weeks for PERT net work is given below. Calculate the following:

- Total expected time for the critical path (i)
- Standard deviation and varience for the project (ii)
- (iii) Probability of project completion atleast 4 weeks earlier than expected time
- (iv) If the project due date is 19 weeks, what is the probability of not meeting the due date?

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^	Activity	to	t _m	tp	
	1 - 2	1	1	7	
5	1 – 3	1	4	7	
	1 – 4	2	2	8	
	2-5	1	1	1	
×	3 – 5	2	5	14	
	4-6	2	5	8	
	5 - 6	3	6	15	
			-	6	

(11 Marks)

- a. Explain the queuing system description parameters. 8
 - (05 Marks) A TV repairman finds that the time spent on his jobs has an exponential distribution, with b. mean 30 minutes. If he repairs set in the order in which they come in and if the arrival of sets is approximately Poisson with an average rate of 10/8 hrs day, what is repairman's expected idle time each day. How many jobs are ahead of average set just brought in?

(11 Marks)

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(11 Marks)

Module-5

- Explain maximini and minimaxi principle and also explain characteristics of Game theory. 9 a. (05 Marks)
 - Solve the following game graphically. b.

	Player 'B'					A	
		a	b	c	d	e	
Player 'A'	Ι	-5	5	0	-1	8	9
	II	8	-4	-1	6	-5	

- Explain the assumptions made while solving sequencing problems. 10 (05 Marks) a. Find the sequence that minimizes the total elapsed time 'T' required to complete the b.
 - following tasks. Each task can be processed in any two machines A, B and C in any order. Tasks 2 3 4 5 6 7 1 5 3 5 12 6 7 6 A Machines 8 9 8 В 7 7 8 3 3 С 4 11 5 2 4 8 (11 Marks) 3 of 3