

Code No: 762AD

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MBA II Semester Examinations, March/April - 2023

QUANTITATIVE ANALYSIS FOR BUSINESS DECISIONS

Time: 3 Hours

Max.Marks:75

- Note:** i) Question paper consists of Part A, Part B.
 ii) Part A is compulsory, which carries 25 marks. In Part A, Answer all questions.
 iii) In Part B, Answer any one question from each unit. Each question carries 10 marks and may have a, b as sub questions.

PART - A**(25 Marks)**

- 1.a) What is Operations Research and what is its nature? [5]
 b) Give an example of a real-world application of linear programming. [5]
 c) What is the difference between a balanced and unbalanced assignment problem? [5]
 d) Explain the basic concepts of Decision Theory. [5]
 e) Discuss the basic components of a queuing model. [5]

PART - B**(50 Marks)**

- 2.a) Discuss the types of models used in Operations Research.
 b) What is the process for developing an Operations Research model? [5+5]

OR

- 3.a) What is the difference between quantitative and qualitative analysis in Operations Research?
 b) What are the shortcomings of using an Operations Research model? [5+5]

- 4.a) What is the difference between the primal and dual formulations of a linear programming problem?

- b) Solve the following Linear programming problem:

$$\text{Maximize } Z = 3x_1 + 2x_2$$

subject to the constraints:

$$x_1 + x_2 \leq 4$$

$$2x_1 + 5x_2 \leq 10$$

$$x_1, x_2 \geq 0.$$

[4+6]

OR

- 5.a) What is an unbalanced transportation problem? How do you balance an unbalanced problem?

- b) Find the initial basic feasible solution by using North-West Corner Rule. [4+6]

W→					
F ↓	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 Requirement	5	8	7	14	34

- 6.a) Describe the variations of the assignment problem and explain how to resolve.
 b) Certain equipment needs 5 repair jobs which have to be assigned to 5 machines. The estimated time (in hours) that a mechanic requires to complete the repair job is given in the table. Assuming that each mechanic can be assigned only one job, determine the minimum time assignment. [4+6]

	J1	J2	J3	J4	J5
M1	7	5	9	8	11
M2	9	12	7	11	10
M3	8	5	4	6	9
M4	7	3	6	9	5
M5	4	6	7	5	11

OR

- 7.a) Explain the Hungarian method for solving the assignment problem.
 b) Solve the following travelling salesmen problem. [5+5]

From	To				
	1	2	3	4	5
1	∞	2	5	7	1
2	6	∞	3	8	2
3	8	7	∞	4	7
4	12	4	6	∞	5
5	1	3	2	8	∞

- 8.a) Discuss the difference between decision making under certainty, risk and uncertainty. Provide examples of each type of decision-making scenario.
 b) Consider the following pay-off (profit) matrix. [5+5]

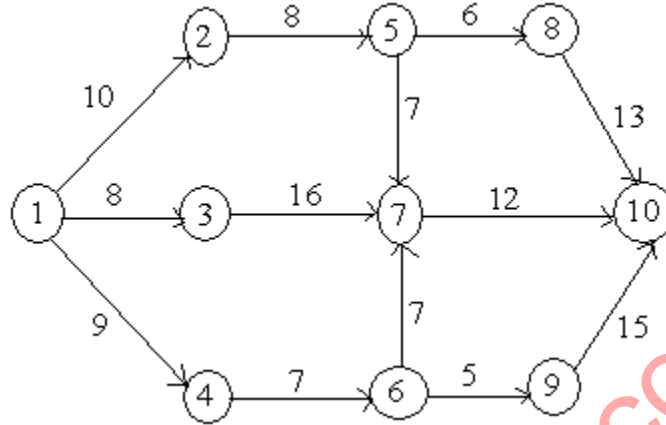
Action	States			
	(S ₁)	(S ₂)	(S ₃)	(S ₄)
A ₁	5	10	18	25
A ₂	8	7	8	23
A ₃	21	18	12	21
A ₄	30	22	19	15

No Probabilities are known for the occurrence of the nature states. Compare the solutions obtained by each of the following criteria:

- (i) Maximin (ii) Laplace (iii) Hurwicz (assume that $\alpha = 0.5$). [5+5]

OR

- 9.a) Compare and contrast the PERT and CPM techniques of project management. Discuss the situations where each method is more suitable.
- b) Determine the early start and late start in respect of all node points and identify critical path for the following network. [5+5]



- 10.a) Discuss the single and multiple service station queuing models with finite and infinite population. How do these models differ from each other?
- b) A fast-food restaurant has one cashier and one cook. Customers arrive in a Poisson process with an average rate of 20 per hour, and each customer takes an average of 5 minutes to be served by the cook. The cashier takes an average of 1 minute to take an order and accept payment. The service times for both the cashier and cook follows an exponential distribution. What is the average waiting time for a customer and the average number of customers in the queue? [5+5]

OR

- 11.a) Explain the following terms
- Competitive Game
 - Strategy
 - Value of the game
 - Pay-off-matrix
 - Optimal strategy
- b) From the following game, evaluate the optimal strategies and value of the game for both the players. [5+5]

A's Strategy	B's Strategy				
	B1	B2	B3	B4	B5
A1	8	10	-3	-8	-12
A2	3	6	0	6	12
A3	7	5	-2	-8	17
A4	-11	12	-10	10	20
A5	-7	0	0	6	2

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