

Roll No.

Total Pages : 04

OMMS/M-20
MANAGEMENT SCIENCE
CP-201

13041

Time : Three Hours]

[Maximum Marks : 70

Note Attempt eight questions, out of ten questions, from Part A (each of 5 marks) and three questions out of five questions (each of 10 marks) from Part B.

Part A

1. Discuss the features of management science.

2. Solve the following LPP graphically :

$$\text{Maximize } Z = x_1 + 16x_2$$

Subject to :

$$x_1 + x_2 \leq 200$$

$$x_2 \leq 125$$

$$3x_1 + 6x_2 \leq 900$$

$$x_1, x_2 \geq 0$$

3. Using suitable examples, explain and illustrate :

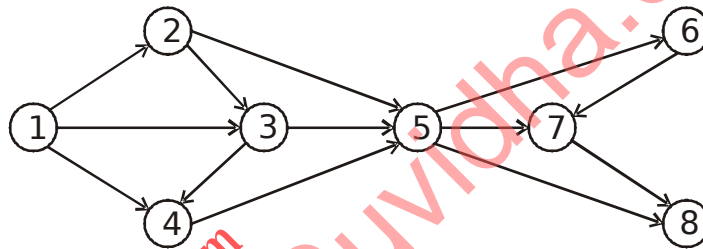
(a) Saddle point

(b) Rule of dominance.

(3)L-13041

1

4. Discuss the types of inventories and advantages and disadvantages of maintaining inventories.
5. Write a note on graphic approach to sensitivity analysis of LPP.
6. What is integer programming? Give an example each of a pure and a mixed integer programming problem.
7. Identify all the paths in the following network :



8. What is Simulation? What are the benefits and application areas of simulation?
9. In a queuing system, if arrival rate is 6 per hour and service rate is 10 per hour, find :
 - (a) Utilisation parameter
 - (b) L_q
 - (c) L_s
 - (d) W_q

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2

- 10.** Find the optimal assignments to the following assignment problem for minimising the cost :

Workers	Jobs		
	A	B	C
P	4	2	8
Q	6	3	10
R	11	7	12

Part B

- 11.** Discuss in detail the scope, methodology and limitations of management science.

- 12.** Solve the following LPP by Simplex method :

Maximize $Z = 4x_1 + 3x_2$

Subject to :

$$2x_1 + x_2 \leq 60$$

$$4x_1 + x_2 \leq 96$$

$$x_1, x_2 \geq 0$$

- 13.** What is Queuing Theory ? In which types of problem situations can it be applied successfully ? Give the general structure of a queuing system and explain.

- 14.** (a) Discuss the assumptions, applications and limitations of game theory.

(b) Discuss the process of simulation.

(3)L-13041

3

- 15.** Three time estimates (in weeks) viz optimistic likely t_o and pessimistic times of a PERT project are as given below :

Activity	o	m	p
1-2	4	6	8
2-3	5	7	15
2-4	4	8	12
3-5	15	20	25
3-6	10	18	26
4-6	8	9	16
5-7	4	8	12
6-7	1	2	3
7-8	6	7	8

Draw the network, identify the critical path and find the probability of completing the project in 55 weeks.