P-7899

SEAT No. : $\square$
[Total No. of Pages: 4

Time: $2^{1 ⁄ 2} 2$ Hours]

## Instructions to the candidates:

1) All quiestions are compulsory.
2) Each question carries 10 marks.
3) Each question has an internal option.
4) Use $\partial f$ simple calculator is allowed.

Q1) Solve any five questions:
a) What is Pure Strategy Game?
b) Explain CPM and PERT.
c) What is Flood's Techanique! Futngarian Method?
d) Explain Principal of Dominance
e) Explain Modified Distribution Method
f) What is Hurwicz Alpha Criterion?
g) What is Single Server Queuing Model?

Q2) Solve any two out of the three questions:
a) Elaborate with suitable example any five applications of Markov-chain in Management field.
b) Describe Network crashing and various components of project cost.
c) Describe Importance of Decision Science, in Organisational Decision Making Process.

Q3) Solve Any One :
a) Solve the following LPP graphically :

Maximise $Z=120 x+100 y$
Subject to; $10 x+5 y \leq 800$
$6 x+6 y \leq 66$
$4 x+8 y \geq 24$
$5 x+3 y \leq 90$
, $x \geq 0, y \geq 0$
b) A company manufactures around 150 mopeds. The daily production varies from 146-154 depending upon the availability of raw materials and other working conditions.

| Production <br> Pex Day | 146 | 147 | 148 | 149 | 150 | 15 a | 152 | 153 | 154 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $\$$ Probability | 0.04 | 0.09 | 0.12 | 0 | 14 | 0.1 | 0.10 | 0.20 | 0.12 | 0.08

The finished mopeds are transportedin a specially arranged lorry accommodating only 150 mopeds. Using following random numbers : $80,81,76,75,64,43,18,26,10,18,65,68,69,61,57$. Simulate the process to find out :
i) What will be the average number of mopeds waiting in the factory?
ii) What will be the average Number of empty spaces on the lorry?
a) A self-service store employs one cashier at its counter. Nine cuístomers arrive on an average every 5 minutes while the cashier can serve 10 customers in 5 minutes. Assuming poission distribytionfor arrival rate and exponential distribution for service rate find :
i) Average number of customers in the system
ii) Average number of customers in the queue or average queue length
iii) Average time a customer spends in the system
iv) Average time a customer waits before being served.
b) The following information is gathered for a project :

i) Draw the network diagram.
ii) Determine critical patn and project Duration.
iii) What is the Effect on theproject duration if :

1) $D$ is changed to 6 weeks.
2) $F$ is changed to 8 weeks.

Q5) Solve Any One :
a) Two breakfast food manufacturing firms A and B are competing for an increased market share. To improve its market share both the firms decide to launch the following strategies.
$\mathrm{A}_{1} \mathrm{~B}_{1}=$ Give coupons
$\mathrm{A}_{2} \mathrm{~B}_{2}=$ Decrease price
$\mathrm{A}_{3} \mathrm{~B}_{3}=$ Maintain Present strategy
$\mathrm{A}_{4} \mathrm{~B}_{4}=$ Increase Advertising

The pay-off matrix shown in the follewing table describes the increase in the market share for firm A and decrease in the market share for firm B.

|  | S. Firm B |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Firm A | $\mathrm{B}_{1}$ | $\ddots \mathrm{~B}_{2}$ | $\mathrm{~B}_{3}$ | $\mathrm{~B}_{4}$ |
| $\mathrm{~A}_{1}$ | 35 | 65 | 25 | 5 |
| $\mathrm{~A}_{2}$ | 30 | 20 | 15 | 0 |
|  | 20 | 50 | 0 | 10 |
|  | $\mathrm{~A}_{3}$ | 50 | 60 | 10 |

Determinesthe optimal strategies for each firm and the value of the Game.
b) Foun cards are drawn at random from a packoof 52 cards, Find the prơbäbility that:
a) They are a king, a queen, a jack and and ace
ii) Two are kings and two are jacks.
iii) All are clubs
iv) All are red or all are blacks

## 进み

