## **University of Mumbai Online Examination 2020**

Program: BE Engineering Curriculum Scheme: R-2016 Examination: Final Year Semester VII

Course Code: ILOC 7015 Course Name: Operations Research
Time: 1 hour Max. Marks: 50

Note: Each question is for 2 marks.

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		Multiple Choice Questions (MCQ)				
		ALL questions are compulsory.				
		There are 25 questions, each question carries 2 mark.				
1.	Th	e unit of traffic intensity is:				
	a)	Poisson				
	b)	Markow				
	c)	Erlang				
	d)	Kendall				
2.	Arrival rate of telephone calls at a telephone booth is according to Poisson distribution, with an average time of 9 minutes between consecutive arrivals. length of telephone call is exponentially distributed with a man of 3 minutes. the average queue length that forms from time to time					
	a)	1.5 persons				
	b)	1 person				
	c)	2.5 persons				
	d)	12.5 persons				
3.	In a departmental store one cashier is there to serve the customers and the customer pick up their needs by themselves. The arrival rate is 9 customers for every 5 minutes and the cashier can serve 10 customers in 5 minutes. Assuming Poisson arrival rate and exponential distribution for service rate. Find average number of customers in the system.					
	a)	0.11 customers				
	b)	9 customers				
	c)	11 customers				
	d)	0.9 customers				
4.	De	termine the idle time of the service facility				
	a)	1 min				
	b)	2 min				
	c)	3 min				
	d)	0 min				
	Read the given question answer the following questions 11,12  A company manufactures around 200 bikes. Depending upon the availability of raw					
5.	bik tha	terial and other conditions, the daily production has been varying from 196 to 204 es. The finished bikes are transported in a specially designed three- storied lorry t can accommodate only 200 bikes, whose probability distribution and random mbers are given in the following table:				

	Da	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	y														
	Ra	82	89	78	24	53	61	18	45	04	23	50	77	27	54
	nd														
	om														
	No														
	<u>                                     </u>														
	Pro	20	20	20	19	20	20	19	20	19	19	20	20	19	20
	duc	2	3	2	8	0	1		0	6	8	0	2	9	0
	tio														
	n/d														
	ay	Simula	to the	proce	es to f	ind ou	ıt xybo	t xx;11	ho tho	OMORG	000 1011	mbor	of bile	00	
		Simulate the process to find out what will be the average number of bikes waiting in the factory													
	a) 1														
	b) 2	2													
	c) 3	3													
	d) 4														
6.	What	will b	e the	averag	ge nun	ıber o	f emp	ty spa	ce in t	he lor	ry				
	a) 0														
	b) 1														
	c) 2														
	d) 3														
7.	If a problem can be broken into sub-problem which are reused several tin						times	, the							
	problem possessesproperty.														
	a) Overlapping sub-problem b) Ontimal substructure														
	+	Optimal substructure  Memoization													
	/	Memoization Greedy													
8.	Find a recurrence relation and initial conditions for 1, 5, 17, 53, 161, 485														
-	a) $a_n=3a_{n-1}+2$ and $a_0=0$														
		$a_n=3a_{n-1}+2$ and $a_0=0$ $a_n=3a_{n-1}-2$ and $a_0=0$													
	c) $a_n=3a_{n-1}+2$ and $a_0=0$														
	d) a	<sub>ln</sub> =3a <sub>n</sub> -	-1 <b>-</b> 2 a	and a <sub>0</sub>	= 1										
9.	For which of the following problems is most suitable for Probabilistic Dynamic														
9.		em so													
		Distrib						ries							
		Schedu				levels	l								
		Vinnir													
10		Stagec							<u> </u>			•	D 11		
10.		wo per							a Line	ear Pro	ogram	ming	Proble	em,	
		Numbe						ly							
		There v						.m. C	1,,,,,,,,,,,	<b>n</b> 10===		2004 1	Du a 1	mola1 -	
	<ul><li>c) Row player represents Primal problem, Column player represent Dual p</li><li>d) Number of constraints is two only</li></ul>				robiei	11									
11.	One of the assumption in the game theory is—														
11.															
	a) All players act rationally and intelligently														

	b)	Winner alone acts rationally					
	c)	Loser acts intelligently					
	d)	Both the players believe luck					
12.	In a two person zero sum game, the following does not hold correct:						
	a)	Row player is always a loser					
	b)	Column Player is always a winner.					
	c)	Column player always minimizes losses					
	d)	If one loses, the other gains.					
	The	e EOQ for the following data					
	Annual usage = 1000 pieces						
	Expending $cost = Rs. 4 per order$						
13.	Cost per piece = Rs. 250						
	Inventory holding cost= 20% of average inventory						
	Ordering cost = Rs. 6 per order						
	Ma	Material holding cost= Re.1 per piece					
	a)	22					
	b)	23					
	c)	20					
	d)	24					
		contractor has to supply 10,000 bearings per day to an automobile manufacturer.					
14.	He finds that, when he starts production run, he can produce 25,000 bearing per day.						
14.	The cost of holding a bearing in stock for a year is Rs. 2 and set up cost of a						
	production run is Rs. 1800. How frequently should production run be made						
	a)	10.44 days					
	b)	11.44 days					
	c)	12 days					
	d)	11 days					
15.	Re	-order level of an item is always					
	a)	Less than its minimum stock					
	b)	Less than its maximum stock					
	c)	More than its maximum stock					
	d)	More than its minimum stock					
1.6	In the Simplex method to convert a constraint of type $\leq$ , to equation form, we need						
16.	to a	to add what type of variable?					
	a)	surplus variable					
	b)	slack variable					
	c)	artificial variable					
	d)	dual variable					
1.7	Co	nsider the constraints for a LPP $3a + 5b = 15$ and $5a + 2b = 10$ . Given $a, b \ge 0$ .					
17.	The number of vertex points in the feasibility convex region are?						
	a)	1					
	b)	2					
	c)	3					
	<u>d</u> )	4					
1.0	,	nsider the constraints for a LPP $7a + 3b \le 24$ , $a + 2b \le 6$ and $b \le 6$ . Given $a, b \ge 0$ .					
18.	The number of vertex points in the feasibility convex region are?						
	a) 4						
L	4)						

	b)	6								
	(c)	8								
		<i>/</i> -								
		"/   "								
19.		Consider the constraints for a LPP $7a + 3b \le 24$ and $b \le 2$ . Given a, $b \ge 0$ . The								
	_	mber of vertex points in the feasibility convex region are?								
	a)	2								
	b)									
	c)	6 N. F. (11)								
	<u>d)</u>	No Feasible region								
	Four people A, B, C and D are standing on one bank of a river and wish to cross to									
20	the opposite bank using a canoe. The canoe can hold maximum 2 people at a time.									
20.	A can row across in 2 min, B takes 4 min, C takes 7 min and D takes 12 min. If two									
	people are in the canoe, the slower person dictates the crossing time. What is the									
	_	allest time to move all 4 people to the other side of the river?								
	a)	28 min								
	b)	27 min								
	(c)	25 min								
	d)	26 min								
		ree people A, B, and C are standing on one bank of a river and wish to cross to								
21		the opposite bank using a canoe. The canoe can hold maximum 2 people at a time.								
21.		can row across in 1min, B takes 6min and C takes 12min. If two people are in the								
		toe, the slower person dictates the crossing time. What is the smallest time to								
		ve all 3 people to the other side of the river?								
	a)	19 min								
	b)	12 min								
	(c)	18 min								
	<u>d)</u>	13 min								
		A company produces two products: Product A and Product B. Each product must go through two processes: assembly and painting. The times required (in minutes) for								
		h product in each process as well as the per unit profit for each product are shown								
		ow:								
		Product								
		A B								
		Revenue \$ 27.00 \$ 30.00								
22.		Unit Assembly Time								
22.		(minutes) 3 4.5 Unit Painting Time								
		(minutes) 6 3								
		The company has 60 hours of assembly time and 80 hours of painting time								
		available each week. If a linear programming model is used to determine the								
		optimal number of Products A and B to produce next week, the optimal number								
		of Product B's to produce next week would be								
	a)	400								
	b)	300								
	c)	176								
	d)	6.67								
23.		ear relationships representing a restriction on decision making in a linear								
23.	LII	car relationships representing a restriction on decision making in a linear								

	pro	programming model are known as					
	a)	objective function					
	b)	constraints					
	c)	extreme points					
	d)	slack variables					
24. Having		ving more than one shipping distribution but with the same total cost is known as:					
	a)	a prohibited solution					
	b)	an unequal solution					
	c)	an alternative optimal solution					
	d)	a transshipment solution					
25.	25. In linear programming extreme points are:						
	a)	variables representing unused resources					
	b)	variables representing an excess above a resource requirement					
	c)	all the points that simultaneously satisfy all the constraints of the model					
	d)	corner points on the boundary of the feasible solution space					

