

**Exam. Code : 105404**  
**Subject Code : 1383**

**Bachelor in Business Administration 4<sup>th</sup> Semester**  
**OPERATIONS RESEARCH**  
**Paper—BBA-406**

Time Allowed—2 Hours] [Maximum Marks—50

**Note** :— There are *eight* questions of equal marks. Candidates are required to attempt any *four* questions.

1. Discuss the concept of operations research. Explain its scope and importance in business.
2. (a) Solve following LPP using Simplex method :  
Maximize  $Z = 10x_1 + 20x_2$   
Subject to :  $3x_1 + 2x_2 \geq 18$   
 $x_1 + 3x_2 \geq 8$   
 $2x_1 - x_2 \leq 6$   
 $x_1, x_2 \geq 0$
- (b) Following information is relating to a component manufacturing company :  
Demand = 2000 units  
Cost = Rs. 50 per unit  
Carrying cost = 20%  
Ordering cost = Rs. 25 per order  
Calculate :
  - (i) EOQ
  - (ii) Total Annual Cost

3. Solve following Transportation Problem to find optimal solution :

	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	W <sub>4</sub>	Supplies
F <sub>1</sub>	48	60	56	58	140
F <sub>2</sub>	45	55	53	60	260
F <sub>3</sub>	50	65	60	62	360
Demand	200	320	250	210	

4. Time taken (in minutes) by different employees for performing different jobs have been shown in the following table :

**JOBS**

Employees	S <sub>1</sub>	S <sub>2</sub>	S <sub>3</sub>	S <sub>4</sub>	S <sub>5</sub>
A	85	75	65	125	75
B	90	78	66	132	78
C	75	66	57	114	69
D	80	72	60	120	72
E	76	64	56	112	68

Obtain the optimal assignment and the total time taken.

5. Draw a network from the following activities and find critical path and total duration of project :

Activity	Duration (Days)	Activity	Duration (Days)
1-2	9	5-6	8
1-4	4	5-7	9
1-3	7	5-8	10
2-5	7	6-7	6
3-4(Dummy)	0	7-9	10
3-6	5	8-9	2
4-6	8		

6. (a) Define game theory. Discuss applications of game theory.  
 (b) Solve following game and determine optimal strategies :

	B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>
A <sub>1</sub>	5	9	3
A <sub>2</sub>	6	-12	-1
A <sub>3</sub>	8	16	10

7. (a) Find the optimal strategies for A and B in the following game. Also obtain the value of the game.

**B's Strategy**

	b <sub>1</sub>	b <sub>2</sub>	b <sub>3</sub>
<b>A's Strategy</b> a <sub>1</sub>	9	8	-7
a <sub>2</sub>	3	-6	4
a <sub>3</sub>	6	7	-7

- (b) Find the optimal strategies for A and B in the following game. Also obtain the value of the game.

**B's Strategy**

	b <sub>1</sub>	b <sub>2</sub>	b <sub>3</sub>
<b>A's Strategy</b> a <sub>1</sub>	12	-8	-2
a <sub>2</sub>	6	7	3
a <sub>3</sub>	-10	2	2

8. (a) Explain process of crashing in project.  
 (b) Draw a network from the following activities and find critical path and total duration of project :

Activity	Duration (Days)	Activity	Duration (Days)
1-2	4	3-5	7
1-3	7	4-5(Dummy)	0
1-4	6	5-6	5
2-3(Dummy)	0	5-7	6
3-4	5	6-7(Dummy)	0