### PSG COLLEGE OF ARTS & SCIENCE (AUTONOMOUS)

# MCA DEGREE EXAMINATION MAY 2023

(Second Semester)

## Branch - COMPUTER APPLICATION

	MATHEMATICAL OP	<u> </u>
	Time: Three Hours  SECTION-A (5 ]	Maximum: 50 Marks  Marks)
	Answer ALL questions carry EQU	estions
1.	In degenerate solution value of objective fu (i) One or more basic variables are zero (iii) decreases infinitely	nction is  (ii) basic variables are nonzero  (iv) increases infinitely
2.	The solution to a transportation problem w (destination) is basic feasible if number of (i) m + n (ii) m * n	ith 'm' rows (supplies) & 'n' columns positive allocations are (iii) m + n - 1 (iv) m + n + 1
3.	PERT analysis is based on  (i) Optimistic time  (iii) most likely time	(ii) Pessimistic time (iv) All the above
4.	Zero sum game has to be a game.  (i) single player  (iii) multi player	(ii) two player (iv) three player
5.	The inter departure time, corresponding to death model is distributed.	
	(i) normal (iii) binomial	<ul><li>(ii) exponential</li><li>(iv) poisson</li></ul>
	SECTION - B (1: Answer ALL qu ALL questions carry EC	estions
6.	and return associated with these se return of 9% and has a risk factor of gives return of 15% but has risk factor of 15% but has risk factor.	g in two securities 'A' and 'B'. The risk curities is different. Security 'A' gives a of 5 on a scale of zero to 10. Security 'B' tor of 8. Total amount to be invested is arns on the investment should be 12%. It be more than 6. Formulate as LPP.
	b) Solve the following LPP by graphic	cal method Minimize $4x_1 + x_2 \ge 40$ ; $2x_1 + 3x_2 \ge 90$ and $x_1, x_2 > 0$
7.	a) Determine an Initial BFS to the follower method.  Origin Destination 1 2 3	owing Transportation problem using VAM  Supply

0::-		Supply			
Origin	1	2	3	4	Suppry
1	20	22	17	4	120
2	24	37	9	7	70
3	32	37	20	15	50
Demand	60	40	30	110	240

7. b) Solve the following assignment problem.

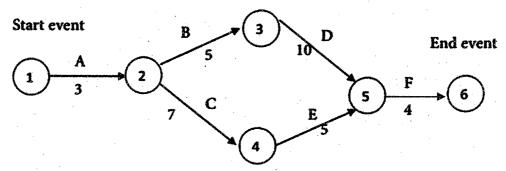
	Men								
		A	В	С	D				
Task	1	7	5	8	4				
	2	5	6	7	4				
	3	8	7	9	8				

8. a) Determine the optimum project duration and cost for the following data.

	Nor	mal	Crash				
	Time	Cost	Time	Cost			
Activity	(days)	(Rs)	(days)	(Rs)			
1-2	8	100	6	200			
1-3	4	150	2	350			
2-4	2	50	1	90			
2-5	10	100	5	400			
3-4	5	100	1	200			
4-5	3	80	1	100			

Indirect cost is Rs.70 per day.

b) Determine the critical path, the critical activities and the project completion time using CPM network method.



9. a) Solve the following pay-off matrix. Also determine the optimal strategies and value of the game.

$$A\begin{bmatrix} 5 & 1 \\ 3 & 4 \end{bmatrix}$$
OR

b) For What value of  $\lambda$ , the game with following payoff matrix is strictly determinable?

	Player B							
	-	$\mathbf{B}_1$	$B_2$	B <sub>3</sub>				
Player	$A_1$	λ	6	2				
Α	$A_2$	-1	λ	-7				
	$A_3$	-2	4	λ				

10. a) Explain Kendall's notation for representing Queueing models and also about the classification of Queueing models.

### OR

- b) A super market has a single cashier. During the peak hours, customers arrive at a rate of 20 customers per hour. The average no of customers that can be processed by the cashier is 24 per hour. Find
  - (i) The probability that the cashier is idle.
  - (ii) The average no of customers in the queue system
  - (iii)The average time a customer spends in the system.
  - (iv)The average time a customer spends in queue.
  - (v) The any time a customer spends in the queue waiting for service.

### SECTION - C (30 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks

 $(5 \times 6 = 30)$ 

11 a) Use Simplex method to solve Min 
$$Z = -6x_1 - 10x_2 - 4x_3$$
 subject to  $x_1 + x_2 + x_3 \le 1000$ ,  $x_1 + x_2 \le 500$ ,  $x_1 + 2x_2 \le 700$ ,  $x_1$ ,  $x_2$ ,  $x_3 \ge 0$ .

b) Use Big 'M' method to Maximize  $z = 3x_1 + 2x_2$  subject to the constraints  $2x_1 + x_2 \le 2$ ,  $3x_1 + 4x_2 \ge 12$ ,  $x_1, x_2 \ge 0$ .

12 a) Obtain optimal solution using MODI method

701	Di	Cumpler			
Plant	D1	D2	D3	D4	Supply
S1	19	30	50	12	7
S2	70	30	40	60	10
S3	40	10	60	20	18
Requirement	5	8	7	15	

OR

b) Given the matrix of set-up costs, show how to sequence the production so as to minimize the set-up cost per cycle.

$\infty$	4	7	3	4
4	8	6	3	4
7	6	00	7	5
3	3	7	8	7
4	4	5	7	8

13 a) The following table shows the job of a network along with their time estimates.

TIO TOTTO MITTING W	WOIG	U U							
Job	1-2	1-6	2-3	2-4	3-5	4-5	6-7	5-8	7-8
a (days)	1	2	2	2	7	5	5	3	8
m (days)	7	.5	14	5	10	5	8	3	17
b (days)	13	14	26	8	19	17	29	9	32

Draw the project network and assess the probability of the project completing in 40 days.

OR

b) Draw the network diagram and determine the critical path for the following project:

U/Diaw are in	JUVV ÇILE								<del></del>		1
Activity	1-2	1-3	1-4	2-5	3-6	3-7	4-7	5-8	6-8	7-9	8-9
Time estimate (Weeks)	5	6	3	5	7	10	4	2	5	6	4

14. a) Reduce the following game by Dominance and find the game value.

	I	II	İII	IV
I	3	2	4	0
II	3	4	2	4
III	4	2	4	0
IV	0	4	0	8

OR

b) Solve the following 2 X 5 game graphically.

	I	II	III	IV	V
I	-5	5	0	-1	8
II	8	-4	-1	6	-5

- Arrivals at a telephone booth are considered to be Poisson, with an average time of 10 minutes between one arrival and the next. The length of a phone call is assumed to be distributed exponentially with mean three minutes.

  Analyze the following.
  - (i) What is the probability that a person arriving at the booth will have to wait?
  - (ii) What is the average length of the queue that forms from time to time?
  - (iii) The telephone department will install a second booth when convinced that an arrival would have to wait at least three minutes for the phone. By how much time must the flow of arrivals be increased in order to justify a second booth?

OR

- b) Customers arrive at a one-window drive-in bank according to Poisson distribution with mean 10 per hour. Service time per customer is exponential with mean five minutes. The space in front of the window including that for the serviced car can accommodate a maximum of three cars. Others can wait outside this space.
  - (i) What is the probability that an arriving customer can drive directly to the space in front of the window?
  - (ii) What is the probability that an arriving customer will have to wait outside the indicated space?
  - (iii) How long is an arriving customer expected to wait before starting service?

**END**