

Name. _____				Printed Pages:02																							
Student Admn. No.: _____																											
School of Finance and Commerce Backlog Examination, June 2023 Programme : BBA (Financial Investment Analysis) [Semester: IV] [Batch:2020-2023]																											
Course Title: Quantitative Technique				Max Marks: 100																							
Course Code: BBAF2015				Time: 3 Hrs.																							
Instructions:		1. All questions are compulsory. 2. Assume missing data suitably, if any.																									
				K Level	COs	Marks																					
SECTION-A (15 Marks)			5 Marks each																								
1.	Describe the computational procedure of the optimality test in transportation problem			CO1	K1	5																					
2.	Recite the term of artificial variables and its use in linear programming			CO2	K2	5																					
3.	Cite the term unbalance transportation problem			CO2	K2	5																					
SECTION-B (40 Marks)			10 Marks each																								
4.	A firm produces two products, P and Q and sell them at a profit of Rs 4 on product P and 6 on product Q. Each product is processed on two machines M and N. Product P requires 3 minutes of processing time on M and 6 minutes on N. Product Q requires 4 minutes on M and 5 minutes on N. The machine M is available for not more than 7 hours 30 minutes while machine N is available 10 hours and 40 minutes during the working days. Formulate the linear programming model that will maximize the total profit.			CO2	K2	10																					
5.	Explain how to resolve degeneracy in transportation Problem? How does the problem of degeneracy arise in the transportation problem? Explain how one can overcome it? Explain with the help of example?			CO3	K3	10																					
6.	Design the rules of network construction.			CO4	K3	10																					
7.	Draw the network diagram																										
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Activity</th> <th>A</th> <th>B</th> <th>C</th> <th>D</th> <th>E</th> <th>F</th> </tr> </thead> <tbody> <tr> <td>Predecessor Activity</td> <td>----</td> <td>A</td> <td>A</td> <td>B</td> <td>C</td> <td>D.E</td> </tr> <tr> <td>Duration (Weeks)</td> <td>3</td> <td>5</td> <td>7</td> <td>10</td> <td>5</td> <td>4</td> </tr> </tbody> </table>						Activity	A	B	C	D	E	F	Predecessor Activity	----	A	A	B	C	D.E	Duration (Weeks)	3	5	7	10	5	4
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OR																											
Illustrate the limitations of PERT and CPM with examples.																											
SECTION-C (45 Marks)			15 Marks each																								
8.	“This method of assignment provides us with an efficient method of finding the optimal solution without having to make a-direct comparison of every solution” Define the term in detail?			C03	K4	15																					
9.	Elaborate Optimistic time, Pessimistic time and most likely time for PERT			C04	K5	15																					

10	Solve the game where payoff matrix are given as:(Use Dominance Principle)			C05																						
	<table border="1"> <tr> <td></td> <td colspan="3">Player B</td> </tr> <tr> <td rowspan="4">Player A</td> <td>2</td> <td>-2</td> <td>4</td> <td>1</td> </tr> <tr> <td>6</td> <td>1</td> <td>12</td> <td>3</td> </tr> <tr> <td>-3</td> <td>2</td> <td>0</td> <td>6</td> </tr> <tr> <td>2</td> <td>-3</td> <td>7</td> <td>1</td> </tr> </table>				Player B			Player A	2	-2	4	1	6	1	12	3	-3	2	0	6	2	-3	7	1		
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	Solve the following Game using Graphical Method				K5	15																				
	<table border="1"> <tr> <td></td> <td>Player B1</td> <td>Player B2</td> <td>Player B3</td> </tr> <tr> <td>Player A1</td> <td>4</td> <td>-1</td> <td>0</td> </tr> <tr> <td>Player A2</td> <td>-1</td> <td>4</td> <td>2</td> </tr> </table>				Player B1	Player B2	Player B3	Player A1	4	-1	0	Player A2	-1	4	2											
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