MULTIPLE CHOICE QUESTIONS ON MANAGEMENT SCIENCE

| 1. | The term "Operation Research" was coined by : |
|----|---|
| | a. Mc Closky and Trefthen |
| | b. Arthur Clark |
| | c. Churchman, Ackoff and Arnoff |
| | d. George B Dantzig |
| 2. | Management Science came into existence in a context. |
| | a. Business |
| | b. Academic |
| | c. Military |
| | d. Religious |
| 3. | By the beginning of, the industries in USA realised the importance of |
| | Management Science in solving business and management problems. |
| | a. 1930s |
| | b. 1940s |
| | c. 1950s |
| | d. 1960s |
| 4. | In India, Operations Research came into existence in the year |
| | a. 1940 |
| | b. 1947 |
| | c. 1949 |
| _ | d. 1950 |
| 5. | In India, first Operations Research unit was set up at |
| | a. Regional Research Laboratory, Hyderabad |
| | b. Indian Statistical Institute, Kolkotha |
| | c. Indian Institute of Science and Technology, Bengaluru |
| _ | d. Indian Institute of Science and Technology, Mohali |
| 6. | In India, first Operations Research application was made by |
| | a. Pranab K Sen |
| | b. Prof. Mahalonobis |
| | c. Samarendra Nath Roy |
| 7 | d. Raghu Raj Bahadur |
| 7. | , |
| | a. 1950 b. 1955 |
| | c. 1957 |
| | d. 1960 |
| 0 | |
| 8. | otherwise have worse answers"? |
| | a. H M Wagner |
| | b. H A Taha |
| | Ni IIA IMIM |

c. TL Saaty

| | d. | Arthur Clark | |
|-----|---|---|--|
| 9. | | defined Operations Research as "the art of winning wars without actually | |
| | figh | nting." | |
| | a. | H M Wagner | |
| | b. | H A Taha | |
| | c. | T L Saaty | |
| | d. | Arthur Clark | |
| 10. | Оре | erations Research is a very powerful tool for | |
| | a. | Operations | |
| | b. | Research | |
| | c. | Decision making | |
| | d. | None of these | |
| 11. | Wh | o defined Operations Research as scientific approach to problem solving for executive | |
| | ma | nagement. | |
| | a. | E L Arnoff | |
| | b. | H M Wagner | |
| | c. | Churchman | |
| | d. | None of these | |
| 12. | The | term "Operations Research" was coined in the year | |
| | a. | 1930 | |
| | b. | 1940 | |
| | c. | 1950 | |
| | d. | 1960 | |
| 13. | The innovative science of Operations Research was discovered during | | |
| | a. | Civil war | |
| | b. | World war I | |
| | c. | World war II | |
| | d. | Industrial Revolution | |
| 14. | Оре | erations Research has the characteristic that it is done by a team of | |
| | a. | Scientists | |
| | b. | Mathematicians | |
| | c. | Academicians | |
| | d. | Politicians | |
| 15. | Оре | erations Research emphasises on the overall approach to the system. This characteristic | |
| | of C | Operations Research is often referred to as | |
| | a. | System orientation | |
| | b. | System approach | |
| | c. | Inter-disciplinary | |
| | d. | Team approach | |
| 16. | Оре | erations Research cannot give perfect to the problem. | |
| | a. | Answers | |
| | b. | Solutions | |
| | c. | Both a and b | |
| | d. | Decisions | |

| 17. | | models involve the allocation of resources to activities in such a way that | | |
|-----|------|---|--|--|
| | son | ne measure of effectiveness is optimised. | | |
| | a. | Sequencing | | |
| | b. | Allocation | | |
| | c. | Queuing theory | | |
| | d. | Decision theory | | |
| 18. | In . | In models, everything is defined and the results are certain. | | |
| | a. | Probabilistic | | |
| | b. | Deterministic | | |
| | c. | Both a and b | | |
| | d. | None of these | | |
| 19. | | models involve more risks and uncertainties. | | |
| | a. | Probabilistic | | |
| | b. | Deterministic | | |
| | c. | Both a and b | | |
| | d. | None of these | | |
| 20. | | models are obtained by enlarging or reducing the size of the items. | | |
| | | Iconic models | | |
| | | Analogue models | | |
| | | Symbolic models | | |
| | | None of these | | |
| 21. | | e word may be defined as some actions that we apply to some problems or | | |
| | hyp | pothesis. | | |
| | a. | Research | | |
| | | Operations | | |
| | | Both a and b | | |
| | | None of these | | |
| 22. | | are representations of reality. | | |
| | | Phases | | |
| | b. | Models | | |
| | c. | Both a and b | | |
| | | None of these | | |
| 23. | | are called mathematical models. | | |
| | a. | Iconic models | | |
| | b. | Symbolic models | | |
| | c. | Analogue models | | |
| 2.4 | | None of these | | |
| 24. | | babilistic models are also called | | |
| | a. | Deterministic models | | |
| | | Dynamic models | | |
| | C. | Stochastic models News of the con- | | |
| 2.5 | | None of these | | |
| 25. | | models assume that the values of the variables do not change with time | | |
| | | ring a particular period. | | |
| | a. | Dynamic | | |

| | D. | Static |
|-----|------|--|
| | c. | Both a and b |
| | d. | None of these |
| 26. | | models consider time as one of the important variable. |
| | a. | Dynamic |
| | b. | Static |
| | c. | Botha and b |
| | d. | None of these |
| 27. | | may be defined as a method of determining an optimal program of |
| | int | erdependent activities in view of available resources. |
| | a. | Goal programming |
| | b. | Linear programming |
| | c. | Decision making |
| | d. | None of these |
| 28. | | are expressed in the form of equations |
| | a. | Objectives |
| | b. | Constraints |
| | c. | Both a and b |
| | d. | None of these |
| 29. | If t | here are more than one optimal solutions for the decision variables, the solution is |
| | a. | Infeasible |
| | b. | Unbounded |
| | c. | Alternative |
| | d. | None of these |
| 30. | Du | al of the dual s a |
| | a. | Dual |
| | b. | Primal |
| | | Alternative |
| | | None of these |
| 31. | The | e quantitative approach to decision analysis is a |
| | a. | Logical approach |
| | b. | Rational approach |
| | c. | Scientific approach |
| | d. | All of the above |
| 32. | A n | nodel is a |
| | a. | An essence of reality |
| | b. | An approximation |
| | c. | An idealisation |
| | d. | All of the above |
| 33. | The | e dummy source/destination in a transportation problem is added to |
| | a. | Satisfy rim constraints |
| | b. | Prevent solution from becoming degenerate |
| | c. | Ensure total cost does not exceed a limit |
| | d. | None of the above |

| 34. | | e solution to a transportation problem with 'm' rows and 'n' columns is feasible if the |
|-----|-------|--|
| | | nber of positive allocations are: |
| | a. | m + n |
| | b. | m x n |
| | C. | m +n – 1 |
| | • | m +n + 1 |
| 35. | The | method used for solving an assignment problem is: |
| | a. | Reduced matrix method |
| | b. | MODI method |
| | C. | Hungarian method |
| | d. | None of these |
| 36. | An | assignment problem can be solved by |
| | a. | Simplex method |
| | b. | Transportation method |
| | c. | Both a and b |
| | d. | None of these |
| 37. | For | salesman who has to visit 'n' cities, which of the following are the ways of his tour plans: |
| | a. | n! |
| | b. | (n+1)! |
| | C. | (n-1) ! |
| | ٠ | |
| 38. | The | assignment problem is: |
| | a. | Requires that only one activity be assigned to each resource |
| | b. | Is a special case of transportation problem |
| | C. | Can be used to maximise resource |
| | | All the above |
| 39. | The | Hungarian method for solving an assignment problem can also be used to solve: |
| | a. | A transportation problem |
| | b. | A travelling salesman problem |
| | c. | A linear programming problem |
| | d. | Both a and b |
| 40. | | the parameters in the linear programming model are assumed to be |
| | a. | Variables |
| | b. | Constraints |
| | | Functions |
| | | None of these |
| 41. | | phic method can be applied to solve a liner programming problem when there are only |
| | ••••• | variables |
| | a. | A one |
| | b. | Two |
| | c. | Three |
| | d. | More than three |
| 42. | | ne feasible region of a linear programming problem is empty, the solution is |
| | a. | Unbounded |
| | b. | Infeasible |

| | c. Infeasible |
|-----|---|
| | d. Alternative |
| 43. | The variables whose coefficient vectors are unit vectors, are called |
| | a. Unit variables |
| | b. Basic variables |
| | c. Non-basic variables |
| | d. None of these |
| 44. | Any column or row of a simplex table is known as |
| | a. Key column |
| | b. Key row |
| | c. Vector |
| | d. None of these |
| 45. | is considered as the pioneer of Linear Programming Technique. |
| | a. churchman |
| | b. D W Miller |
| | c. James Lundy |
| | d. George B Dantzig |
| 46. | A minimisation problem can be connected into maximisation problem by changing the signs |
| | of coefficients in the |
| | a. Constraints |
| | b. Objectives |
| | c. Both a and b |
| | d. None of these |
| 47. | In an LPP, if the solution of a variable can be made infinitely large without violating the |
| | constraints, then the solution is |
| | a. Infeasible |
| | b. Alternative |
| | c. Unbounded |
| | d. Unique |
| 48. | In maximisation cases, are assigned to the artificial variables as their |
| | coefficients in the objective function. |
| | a. + m |
| | b. – m |
| | c. 0 |
| | d. None of these |
| 49. | In simplex method, we add in the case of constraints with sign "=" |
| | a. Surplus variable |
| | b. Artificial variable |
| | c. Slack variable |
| | d. None of these |
| 50. | In simplex method, should be selected when there is tie between |
| | slack/surplus variable and decision variable. |
| | a. Slack variable |
| | b. Decision variable |
| | c. Surplus variable |

| | d. | None of these |
|-----|------|--|
| 51. | Wh | en at least one of the basic variables is zero, then the basic feasible solution to a Linear |
| | Pro | gramming Problem is said to be |
| | a. | Infeasible |
| | b. | Unbounded |
| | c. | Degenerate |
| | d. | Non-degenerate |
| 52. | In L | inear Programming Problem, degeneracy occurs in stages. |
| | a. | One |
| | b. | Two |
| | c. | Three |
| | d. | Four |
| 53. | Eve | ery Linear Programming Problem is related to another Linear Programming Problem, |
| | call | ed |
| | a. | Primal |
| | b. | Dual |
| | c. | Non-linear Programming |
| | d. | None of these |
| 54. | In a | maximisation assignment problem, the objective is to maximise |
| | a. | Profit |
| | b. | Cost |
| | c. | Optimisation |
| | | None of these |
| 55. | | erations Research does not give perfect solution to a problem, but it helps to improve the |
| | | of the solution. |
| | a. | Quality |
| | b. | Clarity |
| | c. | Look |
| | | None of these |
| 56. | | erations Research makes a attack on complex problems to arrive at optimal ution. |
| | a. | Scientific |
| | b. | Systematic |
| | c. | Both a and b |
| | d. | None of these |
| 57. | Ор | erations Research uses models to help the management in determining its |
| | scie | entifically. |
| | a. | Policies |
| | b. | Actions |
| | c. | Both a and b |
| | d. | None of these |
| 58. | Op | erations Research is a |
| | a. | Science |
| | b. | Art |
| | c. | Both a and b |

| | d. | None of these |
|-----|------|---|
| 59. | | deals with making sound decisions under conditions of certainty, risk and |
| | und | certainty. |
| | a. | Game theory |
| | b. | Network analysis |
| | | Decision theory |
| | d. | None of these |
| 60. | •••• | deals with the concepts such as critical path, float, events, etc. |
| | | Game theory |
| | b. | Decision theory |
| | c. | Queuing theory |
| | d. | Network analysis |
| 61. | | is used to imitate an operation prior to actual performance. |
| | | Inventory control |
| | | Simulation |
| | | Game theory |
| | | Integrated Production Model |
| 62. | | is concerned with determination of the most economic replacement |
| | • | icy. |
| | | Probabilistic programming |
| | | Linear programming |
| | | Search theory |
| | | Replacement theory |
| 63. | | e OR technique which helps in minimising total waiting and service cost is: |
| | | Game theory |
| | | Queuing theory |
| | | Both a and b |
| | | Decision theory |
| 64. | Lin | ear Programming technique is a: |
| | a. | Constrained optimisation technique |
| | b. | Technique for economic allocation of resources |
| | c. | Mathematical technique |
| | d. | All of the above |
| 65. | A c | onstraint in a Linear Programming Model restricts: |
| | a. | Value of objective function |
| | b. | Value of decision variable |
| | c. | Use of available resources |
| | d. | All of the above |

- 66. Before formulating a formal L P model, it is better to:
 - a. Verbally identify decision variables
 - b. Express the objective function in words
 - c. Express each constraint in words
 - d. All of the above
- 67. Linear Programming Technique helps to find an optimal use of:
 - a. Machine

| | b. Money |
|-----|--|
| | c. Manpower |
| | d. All of the above |
| 68. | Which of the followings is an assumption of Linear Programming Technique? |
| | a. Divisibility |
| | b. Additivity |
| | c. Proportionality |
| | d. All of the above |
| 69. | Which of the following is true with regard to a Linear Programming Model? |
| | a. No guarantee to get integer valued solution |
| | b. The relationship among decision variables is liner |
| | c. Both a and b |
| | d. None of the these |
| 70. | The graphical method if LPP uses: |
| | a. Linear equations |
| | b. Constraint equations |
| | c. Objective function |
| | d. All of the above |
| 71. | Constraints in an LPP are treated as active, if they: |
| | a. Do not consume all the available resources at optimality |
| | b. Represent optimal solution |
| | c. Both a and b |
| | d. None of these |
| 72. | While solving a LPP graphically, the area bounded by constraints is called |
| | a. Feasible region |
| | b. Infeasible region |
| | c. Unbounded region |
| | d. None of these |
| 73. | While solving an LPP, infeasibility may be removed by: |
| | a. Removing a variable |
| | b. Removing a constraint |
| | c. Adding a variable |
| | d. Adding a constraint |
| 74. | variables are fictitious and cannot have any physical meaning. |
| | a. Slack variables |
| | b. Surplus variables |
| | c. Artificial variables |
| | d. Decision variables |
| 75. | An optimal solution is considered as the among the feasible solutions. |
| | a. Worst |
| | b. Best |
| | c. Ineffective |
| | d. None of these |
| | method is used to solve an assignment problem. |
| | a. American method |

| | b. | Hungarian method |
|-----|------|--|
| | c. | German method |
| | d. | British method |
| 77. | The | e allocated cells in the transportation table are called |
| | a. | Occupied cells |
| | b. | Empty cells |
| | c. | Unoccupied cells |
| | d. | None of these |
| 78. | In t | transportation Problems, VAM stands for |
| | a. | Value Addition Method |
| | b. | Vogel's Approximation Method |
| | c. | Virgenean Approximation Method |
| | d. | None of these |
| 79. | Init | tial feasible solution to a transportation Problem can be found out by |
| | a. | VAM |
| | b. | MODI Method |
| | c. | Both a and b |
| | d. | None of these |
| 80. | | is applied to determine optimal solution. |
| | a. | NWCR |
| | b. | VAM |
| | c. | MODI Method |
| | d. | None of these |
| 81. | ΑT | ransportation Problem is said to be unbalanced when total supply is not equal to |
| | a. | Total cost |
| | b. | Total demand |
| | c. | Both a and b |
| | d. | None of these |
| 82. | Foi | r a minimisation Transportation Problem, the objective is to minimise: |
| | a. | Profit |
| | b. | Cost |
| | c. | Solution |
| | | None of these |
| 83. | | is an important Operations Research Technique to analyse the queuing |
| | | haviour. |
| | a. | Game theory |
| | b. | Waiting line theory |
| | c. | Decision theory |
| | d. | Simulation |
| 84. | An | organisation chart is an example of |
| | a. | Iconic model |
| | b. | Mathematical model |
| | c. | Analogue model |
| | d. | None of these |

| 85. | | model is a map which indicates roads, highways, towns and inter- |
|-----|------|--|
| | | ationships |
| | a. | Iconic model |
| | b. | Analogue model |
| | c. | Mathematical model |
| | d. | None of these |
| 86. | Оре | erations Research techniques help to find solution. |
| | | Feasible solution |
| | b. | Infeasible solution |
| | | Optimal solution |
| | d. | None of these |
| 87. | Оре | erations Research Techniques involves approach. |
| | a. | Team approach |
| | | Critical approach |
| | c. | Individual approach |
| | d. | None of these |
| 88. | A LI | PP model doesnot contain: |
| | a. | Decision |
| | b. | Constraints |
| | c. | Feasible solution |
| | d. | Spread Sheet |
| 89. | Stra | eight lines shown in a linear programming graph indicates |
| | a. | Objective function |
| | b. | Constraints |
| | c. | Points |
| | d. | All of the above |
| 90. | Nor | n-negativity constraints are written as |
| | a. | Equality |
| | b. | Non-equality |
| | | Greater than or equal to |
| | | Less than or equal to |
| 91. | | RT stand for: |
| | | Performance Evaluation Review Technique |
| | b. | Programme Evaluation Review Technique |
| | C. | Programme Evaluation Research Technique |
| | - | None of these |
| 92. | | activity which must be completed before commencement of one or more other activities |
| | | alled |
| | | Successor activity |
| | | Predecessor activity |
| | | Dummy activity |
| | | None of these |
| 93. | | network diagram, events are commonly represented by |
| | - | Arrows |
| | b. | Nodes |

| | c. | Triangles |
|------|-------|--|
| | d. | None of these |
| 94. | | is activity oriented network diagram. |
| | a. | CPM |
| | b. | PERT |
| | c. | Histogram |
| | d. | Ogive |
| 95. | | is an event oriented network diagram. |
| | a. | CPM |
| | b. | PERT |
| | c. | Histogram |
| | d. | Ogive |
| 96. | An | activity which does not consume either resource or time is called |
| | a. | Predecessor activity |
| | b. | Successor activity |
| | c. | Dummy activity |
| | d. | Terminal activity |
| 97. | | is a series of activities related to a project. |
| | a. | Network |
| | b. | Transportation Model |
| | c. | Assignment model |
| | | None of these |
| 98. | An | event which represents the beginning of more than one activity is a: |
| | a. | Merge event |
| | b. | Net event |
| | c. | Burst event |
| | | None of these |
| 99. | | civities lying on critical path are called |
| | | Critical activities |
| | | Non-critical activities |
| | c. | Dummy activities |
| | | None of these |
| | | civities that cannot be started until one or more of the other activities are completed, are |
| С | | d |
| | a. | Dummy activities |
| | b. | Initial activities |
| | | Successor activities |
| 101 | | Predecessor activities |
| 101. | ••••• | is the sequence of activities which determines the total project duration. |
| | | a. Critical pathb. Network |
| | | c. Non-critical activities |
| | | d. None of these |
| 102 | DEI | RT emphasises on |
| 102. | | a. Activity |
| | | a. Activity |

| b. T | Time |
|----------------|--|
| c. C | Cost |
| d. N | None of these |
| 103 | is the duration by which an activity can be delayed without delaying the |
| completi | on of the project. |
| a. E | Earliest Start Time |
| b. E | Earliest Finish Time |
| c. L | atest Start Time |
| d. L | atest Finish Time |
| 104. The EST | + activity duration = |
| a. E | Earliest Finish Time |
| b. L | atest Start Time |
| c. L | atest Finish Time |
| d. N | None of these |
| 105 | is the latest time by which an activity can be finished without delaying the |
| completi | on of the project. |
| a. L | ST |
| b. L | .FT |
| c. E | FT Control of the con |
| d. E | EST |
| 106 | is a scheme or design of something intended to do. |
| a. N | Network |
| b. F | Float |
| c. F | Project |
| | Program |
| 107. In a netw | ork diagram, activity is denoted by |
| a. N | Node |
| b. <i>A</i> | Arrow |
| | riangle |
| | None of these |
| 108 | is the duration by which an activity can be delayed without delaying the |
| project. | |
| a. S | |
| | Total float |
| | Both a and b |
| _ | None of these |
| | imise criteria is |
| | Optimistic |
| | Pessimistic |
| | Neutral |
| | None of these |
| | making under certainty refers to situation. |
| | Deterministic |
| | Probabilistic |
| c. (| Competitive |

| d. | None of these |
|--------------|---|
| 111 | is known as father of game theory. |
| a. | Von Neumann |
| b. | A K Erlang |
| C. | George b Dantzig |
| d. | Arnoff |
| 112. Which c | of the following is an assumption of game theory? |
| a. | The players act rationally and intelligently |
| b. | Each payer has a finite set of possible courses of action |
| c. | The players attempt to maximise gains or minimises losses |
| d. | All of the above |
| 113. Each pa | rticipant of the game is called |
| a. | Strategist |
| b. | Winner |
| c. | Player |
| d. | Loser |
| 114. The out | come of a game is known as |
| a. | Profit |
| b. | Loss |
| C. | Pay off |
| d. | None of these |
| 115. A matri | x which shows the gains and losses resulting from moves and counter moves is |
| called | |
| a. | Cost matrix |
| b. | Pay off matrix |
| C. | Both a and b |
| d. | None of these |
| 116. When a | II the players of the game follow their optimal strategies, then the expected pay off |
| of the g | ame is called |
| | Gain of the game |
| b. | Loss of the game |
| | Value of the game |
| d. | None of these |
| · · | sition in the pay off matrix where the maximin coincides with the minimax. |
| | Saddle point |
| | Break even point |
| | Pivot point |
| | None of the above |
| _ | is said to be fair if the value of the game is |
| | One |
| | Two |
| | Three |
| | Zero |
| | game the amounts won by all winners together is equal to the sum of the |
| amount | s lost by all losers together. |

| a. | Non-zero sum game |
|---------------|---|
| b. | Zero sum game |
| c. | Rectangular game |
| d. | None of these |
| 120. Which | of the following method is used to solve mixed strategy problems: |
| a. | Probability method |
| b. | Graphic method |
| c. | Linear Programming method |
| d. | All of the above |
| 121. A queu | e is formed when the demand for a service: |
| a. | Exceeds the capacity to provide that service |
| b. | Is less than the capacity to provide that service |
| c. | a or b |
| d. | None of these |
| 122. Queuin | g theory is also termed as |
| a. | Game theory |
| b. | Replacement theory |
| c. | Waiting line theory |
| d. | None of these |
| 123. In queu | ling theory,refers to those waiting in a queue or receiving service. |
| a. | Service provider |
| b. | Customer |
| c. | Both a and b |
| d. | None of these |
| 124. In queu | ing theory, is a person by whom service is rendered. |
| a. | Customer |
| b. | Server |
| c. | a or b |
| d. | none of these |
| 125. In waiti | ing line theory, number of customers waiting in the queue is referred to as |
| a. | Traffic intensity |
| b. | Queuing system |
| c. | |
| d. | Queue length |
| | er of customers in the queue per unit of time is called |
| | Queuing system |
| | Length of queue |
| | Average length of queue |
| | None of these |
| | ion between mean arrival rate and mean service rate is called |
| | Idle period |
| | Average length of queue |
| С. | |
| _ | None of these |
| | only assumed probability distribution of arrival pattern is |
| 120. 00111110 | and a second producting distribution of difficult pattern is miniminent. |

| | C. | Normal distribution |
|------|--------|---|
| | d. | None of these |
| 129. | Commo | only assumed probability distribution of service pattern are |
| | a. | Poisson distribution |
| | b. | Exponential distribution |
| | C. | Erlang distribution |
| | d. | |
| 130. | | mer's behaviour of leaving the queue when he does not like to wait in the queue due |
| | | of time or space is called |
| | | Jockying |
| | | Reneging |
| | | Collusion |
| | | Balking |
| 131. | | omer's behaviour of leaving the queue due to impatience is called |
| | | Jockying |
| | | Reneging |
| | C. | |
| | | Balking |
| 132. | | omer's behaviour of jumping from one queue to another is called |
| | | Jockying |
| | | Reneging |
| | | Collusion |
| 122 | | Balking |
| 133. | - | uing theory, stands for mean arrival rate of customers. |
| | a. | μ |
| | b. | |
| | С. | |
| 404 | _ | none of these |
| 134. | • | uing theory, stands for mean service rate. |
| | a. | μ |
| | b. | |
| | C. | |
| | | none of these |
| 135 | | is a method of analysing the current movement of the some variable |
| | | ffort to predict the future movement of the same variable. |
| | a. | Goal programming |
| | b. | Queuing theory |
| | c. | Markov Analysis |
| | d. | Replacement theory |
| 136. | In que | uing theory, FCFS stand for |
| | a. | First Cum First Served |
| | b. | First Customer Fist Served |
| | | |

a. Poisson distributionb. Binomial distribution

| c. | Fast Channel First Served |
|----------------|--|
| 137. Initial f | feasible solution to a transportation problem arrived through which of the following |
| metho | d is very near to the optimal solution: |
| a. | NWCM |
| b. | LCM |
| C. | VAM |
| d. | None of these |
| 138. In Tran | nsportation Problem, NWCM stands for |
| a. | North West Cost Method |
| b. | Net Worth Corner Method |
| C. | North West Corner Method |
| d. | None of these |
| 139. In Tran | sportation Problem, LCM stands for |
| a. | Lowest Common Multiplier |
| b. | Least Cost Method |
| C. | Lowest Cell Method |
| d. | None of these |
| 140. Matrix | Minima Method to find initial feasible solution to a TP is also called |
| a. | NWCM |
| b. | LCM |
| C. | VAM |
| d. | None of these |
| 141. MODI I | Method to test the optimality of a feasible solution to TP is also called |
| a. | Stepping Stone Method |
| b. | u. v. Method |
| C. | both a and b |
| d. | none of these |
| 142 | refers to the manner in which the customers behave while being in the |
| queue. | |
| a. | Service pattern |
| b. | Service pattern |
| C. | Queue discipline |
| d. | None of these |
| 143. Excess | of service facilities over and above the number of customers results: |
| a. | Idleness of service capacity |
| b. | Queues |
| C. | Both a and b |
| d. | None of these |
| | was the first person who developed a viable queueing theory |
| | Von Neumann |
| | Morgenstern |
| C. | H M Wagner |
| d. | Simeon Dennis Poisson |
| • | intensity in Queuing Theory is also called |
| a. | Service factor |
| u. | |

| b. | Arrival factor | | | | | |
|--------------|---|--|--|--|--|--|
| c. | Utilisation factor | | | | | |
| d. | None of these | | | | | |
| 146. Traffic | 146. Traffic intensity is computed by using the formula: | | | | | |
| a. | a. /µ | | | | | |
| b. | μ/ | | | | | |
| C. | 1- /μ | | | | | |
| d. | 1- μ/ | | | | | |
| 147. Game | theory became popular when the book "Theory of Games and Economic Behaviour" | | | | | |
| was p | ublished in 1944 by | | | | | |
| a. | Von Neumann | | | | | |
| b. | Mc Closky | | | | | |
| C. | Von-Neumann and Mc Closky | | | | | |
| d. | Von-neumann and Morgenstern | | | | | |
| 148. Which | of the following is a characteristic of a dual problem: | | | | | |
| a. | Dual of a dual is primal | | | | | |
| b. | If dual has a finite optimal solution, then the primal also has finite optimal solution | | | | | |
| C. | If dual has no feasible solution, then the primal also has no feasible solution | | | | | |
| d. | All of the above | | | | | |
| 149. Shado | w price is also called | | | | | |
| a. | Dual price | | | | | |
| | Unit price | | | | | |
| | Total cost | | | | | |
| | None of these | | | | | |
| | is that element of the simplex table which lis both in the key row and | | | | | |
| key co | | | | | | |
| | Key element | | | | | |
| | Pivot element | | | | | |
| C. | | | | | | |
| d. | | | | | | |
| • | portation model was first introduced by in the year 1941. | | | | | |
| | T C Koopman | | | | | |
| | George B Dantzig | | | | | |
| C. | | | | | | |
| _ | F L Hitchcock | | | | | |
| | s also called | | | | | |
| a. | | | | | | |
| | Penalty Method | | | | | |
| C. | | | | | | |
| | None of these | | | | | |
| | of the following methods is used to solve an assignment problem: | | | | | |
| a. | | | | | | |
| b. | . . | | | | | |
| C. | - L | | | | | |
| d. | All of the above | | | | | |

| 154. Hungar | ian method was developed by |
|---------------|---|
| a. | T C Koopman |
| b. | F L Hitchcock |
| С. | D Konig |
| d. | George B Dantzig |
| 155 | is the popular method for solving an assignment problem. |
| a. | Hungarian Method |
| b. | Enumeration Method |
| C. | Simplex Method |
| d. | None of the above |
| 156. The ou | tlet where the services are being provided to the customers is called |
| a. | Waiting line |
| b. | Service facility |
| C. | Idle facility |
| d. | Traffic intensity |
| 157. The vai | riables which can be manipulated by the decision maker are called |
| a. | Controllable variables |
| b. | Uncontrollable variables |
| C. | Both a and b |
| d. | None of these |
| 158. The vai | riables which cannot be manipulated by the decision maker are called |
| a. | Controllable variables |
| b. | Uncontrollable variables |
| C. | Both a and b |
| d. | None of these |
| 159. Contro | llable variables are also called |
| a. | Slack variables |
| b. | Surplus variables |
| C. | Artificial variable |
| d. | Decision variables |
| 160. If a sir | mplex table shows the values 2, -3, 0 against " $	heta$ ", which should be taken as the |
| replace | ement ratio. |
| a. | 2 |
| b. | -3 |
| C. | 0 |
| d. | None of these |

ANSWERS:

| 1:a | 21 : b | 41 : b | 61 : b | 81 : b | 101 : a | 121 : a | 141 : b |
|--------|--------|--------|--------|---------|---------|---------|---------|
| 2:c | 22 : b | 42 : b | 62 : d | 82 : b | 102 : b | 122 : c | 142 : c |
| 3:c | 23 : b | 43 : b | 63 : b | 83 : b | 103 : c | 123 : b | 143 : a |
| 4:c | 24 : c | 44 : c | 64 : d | 84 : c | 104 : a | 124 : b | 144 : d |
| 5:a | 25 : b | 45 : d | 65 : d | 85 : b | 105 : b | 125 : d | 145 : c |
| 6:b | 26 : a | 46 : b | 66 : d | 86 : c | 106 : a | 126 : c | 146 : a |
| 7 : c | 27 : b | 47 : c | 67 : d | 87 : c | 107 : b | 127 : c | 147 : d |
| 8:c | 28 : b | 48 : a | 68 : d | 88 : d | 108 : b | 128 : a | 148 : d |
| 9 : d | 29 : c | 49 : b | 69 : d | 89 : b | 109 : b | 129 : d | 149 : a |
| 10 : c | 30 : b | 50 : b | 70 : d | 90 : c | 110 : a | 130 : d | 150 : c |
| 11 : b | 31 : c | 51 : c | 71 : b | 91 : b | 111 : a | 131 : b | 151 : d |
| 12 : b | 32 : d | 52 : b | 72 : a | 92 : b | 112 : d | 132 : a | 152 : b |
| 13 : c | 33 : a | 53 : b | 73 : b | 93 : b | 113 : c | 133 : b | 153 : d |
| 14 : a | 34 : c | 54 : a | 74 : c | 94 : a | 114 : c | 134 : a | 154 : c |
| 15 : d | 35 : c | 55 : a | 75 : b | 95 : b | 115 : b | 135 : c | 155 : a |
| 16 : c | 36 : c | 56 : c | 76 : b | 96 : c | 116 : c | 136 : a | 156 : b |
| 17 : b | 37 : c | 57 : c | 77 : a | 97 : a | 117 : a | 137 : c | 157 : a |
| 18 : b | 38 : d | 58 : c | 78 : b | 98 : c | 118 : d | 138 : c | 158 : b |
| 19 : a | 39 : b | 59 : c | 79 : a | 99 : a | 119 : b | 139 : b | 159 : d |
| 20 : a | 40 : b | 60 : d | 80 : c | 100 : c | 120 : d | 140 : c | 160 : c |
| | | | | | | | |