14 (COM-2) 2036

2022

COMMERCE

Paper: COM-2036

(Operations Research and Computer in Business)

Full Marks: 80

Time: Three hours

The figures in the margin indicate full marks for the questions.

GROUP - A

(Operations Research)

1.	Answer	the	following	questions	
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(a)	Fill in the blank:	1
	In a linear programming	problem,
	objective function is always	

- (b) Choose the correct alternative: 1

 Dual of the dual is:
 - (i) Primal
 - (ii) Dual
 - (iii) Alternatives
 - (iv) None of the above
- (c) Choose the correct alternative: 1
 What happens when maximin and minimax values of the game are same?
 - (i) No solution exists
 - (ii) Solution is mixed
 - (iii) Saddle point exists
 - (iv) None of these
- (d) Say whether the following statement is True or False:

In a transportation problem, a single source may supply something to all destinations.

- (e) Define reneging and balking in Queueing system.
- (a) Write a brief note on significant features of Operations Research.

Or

What are the shortcomings of Operations Research? 5

- (b) Define linear programming problem.

 Write the procedure for mathematical formulation of a linear programming problem.
- (c) Define duality in linear programming. Write the dual of the following LPP: 1+4=5

Minimize $Z = 3x_1 - 2x_2 + 4x_3$

subject to the constraints:

$$3x_1 + 5x_2 + 4x_3 \ge 7$$

$$6x_1 + x_2 + 3x_3 \ge 4$$

$$7x_1 - 2x_2 - x_3 \le 10$$

$$x_1 - 2x_2 + 5x_3 \ge 3$$

$$4x_1 + 7x_2 - 2x_3 \ge 2$$
and $x_1, x_2, x_3 \ge 0$

Or

What do you understand by a balanced and an unbalanced transportation problem? How can an unbalanced problem be tackled? 2+3=5

3. (a) Use the graphical method to solve the following LPP:

Maximize
$$Z = 15x_1 + 10x_2$$

subject to the constraints

$$4x_1 + 6x_2 \le 360$$

 $3x_1 \le 180$
 $5x_2 \le 200$
and $x_1, x_2 \ge 0$

(b) Solve the following LPP by simplex method:

Maximize
$$Z = 2x_1 + 5x_2 + 7x_3$$

subject to

$$3x_1 + 2x_2 + 4x_3 \le 100$$

$$x_1 + 4x_2 + 2x_3 \le 100$$

$$x_1 + x_2 + 3x_3 \le 100$$

$$x_1, x_2, x_3 \ge 0$$

(a) Discuss the different characteristics of a game. Solve the game whose pay-off matrix is:

4+3+1=8

$$\begin{array}{c|c}
B \\
\hline
A & 5 & 2 \\
\hline
3 & 4 \\
\end{array}$$

Also interpret the result.

(b) Explain the different elements of a Queueing system. Also write the standard Kendall's notation for representing queueing models. 5+2=7

Or

Arrival rate of telephone calls at a telephone booth are according to Poisson distribution, with an average time of 9 minutes between two consecutive arrivals. The length of telephone call is assumed to be exponentially distributed with mean 3 minutes.

- (i) Determine the probability that a person arriving at the booth will have to wait.
- (ii) Find the average queue length that is formed from time to time.

(iii)	Find average waiting	g time in the		
	system and average	waiting time		
	in the queue.	1+2+4=7		

1

GROUP - B

(Computer in Business)

5. (a) What is system?

	(b)	What is E-commerce?	1
	(c)	Define encryption.	1
	(d)	Discuss the elements of a system.	2
6.	(a)	Discuss how firewall works for systesecurity.	em 5
		Or	
		Highlight the future of E-commerce	5
	(b)	Discuss about different devises authentication.	of 5

What is decision tree? How is it used in system analysis? 2+3=5 (a) Discuss the steps involved in system development life cycle.

Or

What is $\Delta F\Delta$? Write notes on different levels of $\Delta F\Delta$. 2+5=7

- (b) Write short notes on the following: 4+4=8
 - (i) Digital signature
 - (ii) Secure Socket Layer (SSL)