

Code No: 56051

Set No. 1

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

III B.Tech. II Sem., II Mid-Term Examinations, April – 2014

OPERATIONS RESEARCH

Objective Exam

Name: _____ Hall Ticket No.

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Answer All Questions. All Questions Carry Equal Marks. Time: 20 Min. Marks: 10.

I Choose the correct alternative:

1. Dynamic programming problem deals with the []
(A) multistage decision making problems (B) single stage decision making problem
(C) time independent decision making problem (D) none of the above
2. When a positive quantity k is divided into five parts then the maximum value of their product is []
(A) $5k$ (B) $\left(\frac{k}{5}\right)^5$ (C) $(5k)^5$ (D) $5\left(\frac{k}{5}\right)$
3. The player A has m activities and the player B has n activities in a game then the order of its payoff matrix is []
(A) $n \times n$ (B) $m \times m$ (C) $m \times n$ (D) $m + n$
4. Minimum number of players in any game is equal to []
(A) m (B) n (C) 3 (D) 2
5. The game whose pay off is zero is _____ game []
(A) trial (B) unfair (C) fair (D) none of these
6. Taxes and Insurances are included in []
(A) ordering cost (B) carrying cost (C) purchase cost (D) shortage cost
7. The replacement model of an item that replaces the single item is called as []
(A) individual replacement model (B) group replacement model
(C) both (A) & (B) (D) none of the above
8. Costs associated with running out of stock are called []
(A) shortage costs (B) storage costs (C) holding costs (D) inventory costs
9. Group replacement policy is most suitable for []
(A) blood group (B) truck (C) street light (D) all of the above
10. Which costs can vary with order quantity []
(A) unit costs (B) purchase cost (C) re-order costs (D) holding cost

Cont.....2

II Fill in the blanks

11. The number of items required per period is known as _____
12. Under _____ policy all the items are replaced, irrespective of the fact that items have failed or have not failed.
13. In replacement models, average cost of n^{th} year = _____
14. If the sum of the gain of player A is equal to the sum of losses to player B in a game then the game is _____
15. If mini-maxi value is equal to maxi-mini value then the game has _____.
16. Strategy is a set of rules or _____
17. One approach to solve a given _____ problem is not the recursive equation approach.
18. If demand exceeds the stock in the inventory then there is a shortage or _____
19. The demand pattern of items are either _____ or probabilistic.
20. If the Dynamic programming problem is solved by using the recursive equation starting from the first through the last stage then the computation involved is known as _____ process.

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Set No. 2

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III B.Tech. II Sem., II Mid-Term Examinations, April – 2014

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Objective Exam

Name: _____ Hall Ticket No.

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Answer All Questions. All Questions Carry Equal Marks. Time: 20 Min. Marks: 10.

I Choose the correct alternative:

1. Minimum number of players in any game is equal to []
(A) m (B) n (C) 3 (D) 2
2. The game whose pay off is zero is _____ game []
(A) trial (B) unfair (C) fair (D) none of these
3. Taxes and Insurances are included in []
(A) ordering cost (B) carrying cost (C) purchase cost (D) shortage cost
4. The replacement model of an item that replaces the single item is called as []
(A) individual replacement model (B) group replacement model
(C) both (A) & (B) (D) none of the above
5. Costs associated with running out of stock are called []
(A) shortage costs (B) storage costs (C) holding costs (D) inventory costs
6. Group replacement policy is most suitable for []
(A) blood group (B) truck (C) street light (D) all of the above
7. Which costs can vary with order quantity []
(A) unit costs (B) purchase cost (C) re-order costs (D) holding cost
8. Dynamic programming problem deals with the []
(A) multistage decision making problems (B) single stage decision making problem
(C) time independent decision making problem (D) none of the above
9. When a positive quantity k is divided into five parts then the maximum value of their product is []
(A) $5k$ (B) $\left(\frac{k}{5}\right)^5$ (C) $(5k)^5$ (D) $5\left(\frac{k}{5}\right)$
10. The player A has m activities and the player B has n activities in a game then the order of its payoff matrix is _____ []
(A) $n \times n$ (B) $m \times m$ (C) $m \times n$ (D) $m + n$

Cont.....2

II Fill in the blanks

11. If the sum of the gain of player A is equal to the sum of losses to player B in a game then the game is _____
12. If mini-maxi value is equal to maxi-mini value then the game has_____.
13. Strategy is a set of rules or _____
14. One approach to solve a given _____ problem is not the recursive equation approach.
15. If demand exceeds the stock in the inventory then there is a shortage or _____
16. The demand pattern of items are either _____ or probabilistic.
17. If the Dynamic programming problem is solved by using the recursive equation starting from the first through the last stage then the computation involved is known as _____process.
18. The number of items required per period is known as _____
19. Under _____ policy all the items are replaced, irrespective of the fact that items have failed or have not failed.
20. In replacement models, average cost of n^{th} year =_____

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Set No. 3

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Objective Exam

Name: _____ Hall Ticket No.

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Answer All Questions. All Questions Carry Equal Marks. Time: 20 Min. Marks: 10.

I Choose the correct alternative:

1. Taxes and Insurances are included in []
(A) ordering cost (B) carrying cost (C) purchase cost (D) shortage cost
2. The replacement model of an item that replaces the single item is called as []
(A) individual replacement model (B) group replacement model
(C) both (A) & (B) (D) none of the above
3. Costs associated with running out of stock are called []
(A) shortage costs (B) storage costs (C) holding costs (D) inventory costs
4. Group replacement policy is most suitable for []
(A) blood group (B) truck (C) street light (D) all of the above
5. Which costs can vary with order quantity []
(A) unit costs (B) purchase cost (C) re-order costs (D) holding cost
6. Dynamic programming problem deals with the []
(A) multistage decision making problems (B) single stage decision making problem
(C) time independent decision making problem (D) none of the above
7. When a positive quantity k is divided into five parts then the maximum value of their product is []
(A) $5k$ (B) $\left(\frac{k}{5}\right)^5$ (C) $(5k)^5$ (D) $5\left(\frac{k}{5}\right)$
8. The player A has m activities and the player B has n activities in a game then the order of its payoff matrix is []
(A) $n \times n$ (B) $m \times m$ (C) $m \times n$ (D) $m + n$
9. Minimum number of players in any game is equal to []
(A) m (B) n (C) 3 (D) 2
10. The game whose pay off is zero is [] game
(A) trial (B) unfair (C) fair (D) none of these

Cont.....2

II Fill in the blanks

11. Strategy is a set of rules or _____
12. One approach to solve a given _____ problem is not the recursive equation approach.
13. If demand exceeds the stock in the inventory then there is a shortage or _____
14. The demand pattern of items are either _____ or probabilistic.
15. If the Dynamic programming problem is solved by using the recursive equation starting from the first through the last stage then the computation involved is known as _____ process.
16. The number of items required per period is known as _____
17. Under _____ policy all the items are replaced, irrespective of the fact that items have failed or have not failed.
18. In replacement models, average cost of n^{th} year = _____
19. If the sum of the gain of player A is equal to the sum of losses to player B in a game then the game is _____
20. If mini-maxi value is equal to maxi-mini value then the game has _____.

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Set No. 4

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Answer All Questions. All Questions Carry Equal Marks. Time: 20 Min. Marks: 10.

I Choose the correct alternative:

1. Costs associated with running out of stock are called []
(A) shortage costs (B) storage costs (C) holding costs (D) inventory costs
2. Group replacement policy is most suitable for []
(A) blood group (B) truck (C) street light (D) all of the above
3. Which costs can vary with order quantity []
(A) unit costs (B) purchase cost (C) re-order costs (D) holding cost
4. Dynamic programming problem deals with the []
(A) multistage decision making problems (B) single stage decision making problem
(C) time independent decision making problem (D) none of the above
5. When a positive quantity k is divided into five parts then the maximum value of their product is []
(A) $5k$ (B) $\left(\frac{k}{5}\right)^5$ (C) $(5k)^5$ (D) $5\left(\frac{k}{5}\right)$
6. The player A has m activities and the player B has n activities in a game then the order of its payoff matrix is []
(A) $n \times n$ (B) $m \times m$ (C) $m \times n$ (D) $m + n$
7. Minimum number of players in any game is equal to []
(A) m (B) n (C) 3 (D) 2
8. The game whose pay off is zero is _____ game []
(A) trial (B) unfair (C) fair (D) none of these
9. Taxes and Insurances are included in []
(A) ordering cost (B) carrying cost (C) purchase cost (D) shortage cost
10. The replacement model of an item that replaces the single item is called as []
(A) individual replacement model (B) group replacement model
(C) both (A) & (B) (D) none of the above

Cont.....2

II Fill in the blanks

11. If demand exceeds the stock in the inventory then there is a shortage or _____
12. The demand pattern of items are either _____ or probabilistic.
13. If the Dynamic programming problem is solved by using the recursive equation starting from the first through the last stage then the computation involved is known as _____ process.
14. The number of items required per period is known as _____
15. Under _____ policy all the items are replaced, irrespective of the fact that items have failed or have not failed.
16. In replacement models, average cost of n^{th} year = _____
17. If the sum of the gain of player A is equal to the sum of losses to player B in a game then the game is _____
18. If mini-maxi value is equal to maxi-mini value then the game has _____.
19. Strategy is a set of rules or _____
20. One approach to solve a given _____ problem is not the recursive equation approach.