Exam Name : GDMM Paper 2 Quantitative Techniques & Operations Research

Total Questions : 50

Q.1	Interger programming is a	Marks: ² Question ID: 5226752
No	Options Details non- linear programming problem	Select Option
2	special case of linear priogramming problem	
3	special case of transportation problem	
4	simulation technique	
Q.2	A sequencing problem deals with	Marks: 2 Question ID: 5226753
No	Options Details	Select Option
1	solving problem with single objective and multiple goals	
2	assigning resources to number of activities	
3	selection of an optimum order for number of jobs to be performed	
4	problem that involves waiting	

Q.3	Brand loyalty is	Marks: 2 Question ID: 5226754
No	Options Details	Select Option
1	the process of choosing to switch from routine brand to a different brand	
2	used to estimate probabilities of brand switching	
3	a method of output analysis	
4	where a person buys products from same manufacturer repeatedly	
Q.4	Vogel's approximation method is applicable to	Marks: 2 Question ID: 5226755
No	Options Details	Select Option
1	assignment problem	
2	transportation problem	
3	queuing problem	
4	game theory problem	

Q.5	Hungarian method can be used to solve	Marks: 2 Question ID: 5226756
No 1	Options Details assignment problem	Select Option
2	transportation problem	
2	decision making problem	
4	simulation problem	
Q.6	PERT uses	Marks: 2 Question ID: 5226757
No	Options Details	Select Option
1	activity oriented network	
2	deterministic network	
3	single estimate for the time	
4	event oriented network	

Q.7	At Break-even point of sales	Marks: 2 Question ID: 5226758
No	Options Details	Select Option
1	fixed cost is equal to variable cost	
2	fixed cost is less than variable cost	
3	there is neither profit nor loss	
4	fixed cost is greater than variable cost	
Q.8		Marks: 2 Question ID: 5226759
No	Options Details	Select Option
1	the present value of future cash inflows is lesser than the present value of initial investment	
2	the present value of future cash inflows is greater than the present value of initial investment	
3	the present value index is less than 1	
4	internal rate of return is less than the required rate of return	

Q.9	A dummy activity in a project consumes	Marks: ² Question ID: 5226760
No	Options Details	Select Option
1	a fixed amount of resource	
2	no resource	
3	a variable amount of resource	
4	very high amount of resource	
Q.1	0 Decision tree is useful	Marks: 2 Question ID: 5226761
No	Options Details	Select Option
1	when outcomes are uncertain	
2	when outcomes are certain	
3	when problem is unstructured	
4	when there is no logical relationship between different parts of the decision making process	

Q.1	In a game, if the gain of one player is equal to the loss of another player	Marks: 2 Question ID: 5226762
No	Options Details	Select Option
1	it is a two person non zero-sum game	
2	it is a mixed strategy game	
3	it is a two person zero-sum game	
4	it is a pure strategy game	
Q.1	2 Customer moving from one queue to another thinking that he will get served faster by doing so is	Marks: ² Question ID: 5226763
No	Options Details	Select Option
1	impatient customer	
2	balking customer	
3	jockeying customer	
4	patient customer	

Q. ⁻	13 EOQ is the level at which holding cost is	Marks: 2 Question ID: 5226764
No	Options Details greater than ordering cost	Select Option
1		
2	lesser than ordering cost	
3	equal to the ordering cost	
4	zero	
Q.'		Question ID: 5226765
No	Options Details	Select Option
1	unbalanced problem	
2		
	balanced problem	
3	balanced problem degenerate problem ineffective problem	

Q.1	5 Arrival rate in queuing theory follows	Marks: ² Question ID: 5226766
No	Options Details binomial distribution	Select Option
2	exponential distribution	
3	poisson distribution	
4	normal distribution	
Q.1	6 Internal rate of return is the rate at which the net present value of investment is	Marks: ² Question ID: 5226767
No	Options Details	Select Option
1	positive	
2	negative	
3	one	
4	zero	

Q.1	7 Graphical method to solve a LPP can be used when	Marks: 2 Question ID: 5226768
No	Options Details three variables are involved	Select Option
2	two variables are involved	
2	four variables are involved	
4	five variables are involved	
Q.1	8 SIRO stands for	Marks: 2 Question ID: 5226769
No	Options Details	Select Option
1	service in rational order	
2	sales in rational order	
3	service in random order	
4	sales in random order	

Q.1	9 GPP stands for	Marks: 2 Question ID: 5226770
No 1	Options Details grouped programming problem	Select Option
2	graphical placement problem	
3	goal programming problem	
4	goal placement problem	
Q.2	0 CVP stands for	Marks: ² Question ID: 5226771
No	Options Details	Select Option
1	cost volume profit	
2	cost value profit	
3	cost value programme	
4	cost volume programme	

Q.2	1 NLP stands for	Marks: ² Question ID: 5226772
No 1	Options Details net Logistic problem	Select Option
2	non linear programming	
3	net linear programming	
4	non logistic programming	
Q.2	2 PERT stands for	Marks: ² Question ID: 5226773
No	Options Details	Select Option
1	problem evaluation and review technique	
2	problem evaluation and research technique	
3	program evaluation and research technique	
4	program evaluation and review technique	

Q.2	problem is less than m+n-1 then it is called a	Marks: ² Question ID: 5226774
No	Options Details balanced problem	Select Option
2	unbalanced problem	
3	degenerate problem	
4	ineffective problem	
Q.2	The assignment costs of a dummy cells in an assignment problem are always assigned as	d Marks: 2 Question ID: 5226775
No	Options Details	Select Option
1	one	
2	two	
3	zero	
4	a very high value	

Q.2	5 When intuition guides a problem solver to find solution it is called	Marks: 2 Question ID: 5226776
No	Options Details	Select Option
1	function model	
2	mathematical model	
3	heuristic model	
4	probabilistic model	
Q.2		Marks: ² Question ID: 5226777
No	Options Details	Select Option
1	criteria of optimism	
2	criteria of realism	
3	savage criteria	
4	criteria of pessimism	

Q.2	7 North West Corner method is used to solve	Marks: 2 Question ID: 5226778
No	Options Details	Select Option
1	assignment problem	
2	transportation problem	
3	simulation problem	
4	queuing problem	
Q.2	8 The sum of preventive maintenace cost and breakdown maintenace cost is	Marks: ² Question ID: 5226779
No	Options Details	Select Option
1	fixed cost	
2	variable cost	
3	total cost	
4	replacement cost	

Q.2	9 Principle of dominance is used to	Marks: ² Question ID: 5226780
No	Options Details	Select Option
1	increase the size of pay-off matrix	
2	reduce the size of pay-off matrix	
3	transpose a pay-off matrix	
4	invert a pay-off matrix	
Q.3	0 In a game the point at which the maximin value is equal to minimax value is called	Marks: 2 Question ID: 5226781
No	Options Details	Select Option
1	equilibrium point	
2	cut-off point	
3	saddle point	
4	point of dominance	

Q.3	Cost associated with changing over equipment from producing one item to producing another is called	Marks: ² Question ID: 5226782
No	Options Details	Select Option
1	ordering cost	
2	stock-out cost	
3	shipping cost	
4	setup cost	
Q.3	2 The outcome of the following trial is dependent on the outcome of the preceding trial is stated under	⁵ Marks: ² Question ID: 5226783
No	Options Details	Select Option
1	Binomial assumption	
2	Markov process	
3	Monte Carlo method	
4	Delphi model	

Q.3	3 Monte Carlo method is part of	Marks: 2 Question ID: 5226784
No	Options Details	Select Option
1	deterministic simulation model	
2	probabilistic simulation model	
3	sequential model	
4	EOQ model	
Q.3	In a LPP the amount of unused resources is represented by	Marks: ² Question ID: 5226785
No	Options Details	Select Option
1	surplus variables	
2	artificial variables	
3	slack variables	
4	dummy variables	

Q.3	5 Goal programming is also referred as	Marks: 2 Question ID: 5226786
No	Options Details	Select Option
1	multi-criteria programming	
2	special linear programming	
3	non linear programming general linear programming	
Q.3		Marks: 2 Question ID: 5226787
No	Options Details	Select Option
1	free float	
2	independent float	
3	total float	
4	critical float	

Q.3	7 The shortest time taken to complete the activity is	Marks: 2 Question ID: 5226788
No	Options Details	Select Option
1 2	most likely time optimistic time	
2		
	pessimistic time	
4	expected time	
Q.3	8 Project crashing is a method for	Marks: ² Question ID: 5226789
No	Options Details	Select Option
1	shortening the project duration	
2	extending the project duration	
3	decreaing the cost of the project	
4	increasing the cost of the project	

Q.3	9 The time required by a job on each machine is called	Marks: ² Question ID: 5226790
No	Options Details	Select Option
1	idle time	
2	expected time	
3	processing time	
4	total elapsed time	
Q.4	0 Periodic inspection to detect and prevent failures	Marks: ² Question ID: 5226791
No	Options Details	Select Option
1	breakdown maintenance	
2	preventive maintenance	
3	overhauling	
4	emergency maintenance	

Q.4	1 The policy where all items are replaced irrespective of the items failed or not failed is	Marks: ² Question ID: 5226792
No	Options Details individual replacement policy	Select Option
1		
	emergency replacement policy	
3	regular replacement policy	
4	group replacement policy	
Q.4		Marks: 2 Question ID: 5226793
No	Options Details	Select Option
1	strategic decisions	
2	operating decisions	
3	tactical decisions	
4	administrative decisions	

Q.4	3 Savage criteria is a decision making criteria under	Marks: 2 Question ID: 5226794
No	Options Details	Select Option
1	certainty	
2	risk	
3	emergency	
4	uncertainty	
Q.4		Marks: 2 Question ID: 5226795
No 1	Options Details	Select Option
1	the number of years taken for getting back the investment	
2	the profits accrued out of the investment	
3	the timing of benefits	
4	the quatum of sales	

Q.4	5 A basic application of CVP analysis is	Marks: 2 Question ID: 5226796
No	Options Details	Select Option
1	break-even analysis	
2	time series analysis	
3	regression analysis	
4	output analysis	
Q.4	If unit sales price is ₹ 25 unit variable cost is ₹ 15 and total fixed cost is ₹ 30,000 , the break-even point in units is	Question ID: 5226797
No	Options Details	Select Option
1	1200	
2	1500	
3	3000	
4	2000	

Q.4	Calculate pay back period	Marks: ² Question ID: 5226798
No 1	Options Details 4 years	Select Option
2	6 years	
3	5 years	
4	10 years	
Q.4		Marks: ² Question ID: 5226799
No	Options Details	Select Option
2	15	
2	18	
3 4	10	
4		

Q.4	the expected time ?	Marks: ² Question ID: 5226800
No	Options Details 6 days	Select Option
2	8 days	
3	10 days	
4	12 days	
Q.5	Optimistic time is 4 days; Pessimistic time is 8 days; Most likely time is 6 days. What is the variance of activity time?	Marks: ² Question ID: 5226801
No	Options Details	Select Option
1	0.222	
2	0.666	
3	0.444	
+	0.111	