CHUKA


## UNIVERSITY EXAMINATIONS

SECOND YEAR EXAMINATION FOR THE AWARD OF DEGREE OF BACHELOR OF COOPERATIVE MANAGEMENT

## BCOM 263: OPERATIONS RESEARCH

STREAMS: BCOM (Y2S2)
TIME: 2 HOURS
DAY/DATE: MONDAY8/8/2016 8.30 A.M. - 10.30 A.M.

INSTRUCTIONS: ANSWER QUESTION ONE AND ANY OTHER TWO QUESTIONS

1. (a) Discuss any five limitations of using models to solve business problems.
[10 marks]
(b) Discuss the limitations of using operations research techingsto solve problems.
[10 marks]
(c) Four jobs are to be allocated four machines. The following table shows the time that each machine can take to complete a job in hours

Machine time in hours

| Jobs |  | 1 | 2 | 3 | 4 |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | A | 5 | 13 | 4 | 10 |
|  | B | 15 | 3 | 10 | 8 |
|  | C | 12 | 4 | 8 | 9 |
|  | D | 2 | 11 | 14 | 5 |

Required:
Allocate the jobs to machines in an optimal manner. [10 marks]
2. (a) Discuss any limitations of the economic order quantity model (EOQ) in managing inventories.
[5 marks]
(b) A company has provided the following data in respect of its major raw material.

Maximum consumption
Normal consumption 9000 units per week
Minimum consumption 6000 units per week
Re-order period
Re-order quantity

12000 units per week

4-6 weeks
60,000
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Required:

| (i) | Re-order level | [5 marks] |
| :--- | :--- | ---: |
| (ii) | Minimum stock | $[3$ marks $]$ |
| (iii) | Maximum stock | $[3$ marks $]$ |
| (iv) | Average stock | $[4$ marks $]$ |

3. (a) Discuss any five benefits of using networks to manage projects. [5 marks]
(b) A project consists of the following activities

| Activity | Preceding activity | Duration in weeks |
| :---: | :---: | :---: |
| A | - | 7 |
| B | - | 10 |
| C | A | 4 |
| D | A | 30 |
| E | B, C | 7 |
| F | B, C | 12 |
| G | E, F | 15 |
| H | E, F | 11 |
| I | E, F | 25 |
| J | D, H | 6 |
| K | G, J | 21 |
| L |  | 25 |

Required:
(i) Draw a network diagram for the project. [8 marks]
(ii) Determine the critical path and project duration. [5 marks]
(iii) Determine the total float for activity G .
[2 marks]
4. (a) Using suitable examples in a Kenyan business environment, distinguish between cooperative and non-cooperative games.
[5 marks]
(b) Discuss the principles of dominance as used in game theory. [5 marks]
(c) A company produces three products $\mathrm{X}, \mathrm{Y}$ and Z . each of the products goes through three processes namely A, B and C in that order. The amount of time in minutes each unit ofthe product spends in the various processes are given in hours in the table below:

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|  |  | Processes |  |  |
| :---: | :---: | :--- | :--- | :--- |
| Product |  | A | B | C |
|  | X | 2 | 3 | 5 |
|  | Y | 3 | 1 | 2 |
|  | Z | 4 | 2 | 1 |

The maximum time available in process A, B and C are 125, 95 and 140 hours respectively. The products $\mathrm{X}, \mathrm{Y}$ and Z have a profit contribution of ksh 5, 8 and 6 respectively.

Required:
(i) Formulate the problem as a linear programming problem. [4 marks]
(ii) Write the problem in (i) above in standard form. [3 marks]
(iii) Show the entering variable, leaving variable and pivot element. [3 marks]

