

**M.Com - I**  
**Semester No. I**  
**Operations Research**  
**CORE COURSE- 0901103**

**Course Content:**

Module No.	Topics / Chapters Name
I	Introduction to O.R. <ul style="list-style-type: none"> <li>• Concept</li> <li>• Nature</li> <li>• Significance</li> <li>• Scope</li> <li>• Limitations</li> <li>• O.R. models</li> </ul>
II	Linear Programming <ul style="list-style-type: none"> <li>• Concept of LPP</li> <li>• Advantages and Limitations</li> <li>• Graphical, Simplex Method and Big –M Method</li> <li>• Transportation Problem               <ul style="list-style-type: none"> <li>- Methods for solving TP</li> <li>- Unbalanced TP</li> <li>- MODI Method</li> <li>- Degeneracy</li> <li>- Prohibited Routes</li> <li>- Maximization Problem</li> </ul> </li> <li>• Assignment Problem               <ul style="list-style-type: none"> <li>- Meaning</li> <li>- Unbalanced AP</li> <li>- AP with Restriction</li> <li>- Maximization Problems</li> <li>- Travelling Salesman Problem</li> </ul> </li> <li>• Applications of TP and AP</li> </ul>
III	Game Theory And Sequencing <ul style="list-style-type: none"> <li>• Two persons zero sum game</li> <li>• Pure games with saddle point</li> <li>• Games without saddle point               <ul style="list-style-type: none"> <li>- Algebraic Method</li> <li>- Graphical Method</li> <li>- Conversation of Game problem into L. P. problem</li> </ul> </li> <li>• Meaning and concept of sequencing</li> </ul>

	<ul style="list-style-type: none"><li>• Processing 'n' jobs through two and three machines</li><li>• Applications of sequencing techniques</li></ul>
IV	<p>Net-work Analysis (PERT &amp; CPM)</p> <ul style="list-style-type: none"><li>• Understanding PERT</li><li>• Characteristics of PERT</li><li>• Advantages and limitations of PERT</li><li>• Understanding CPM</li><li>• Time calculations in network</li><li>• Difference between PERT and CPM</li><li>• Applications of PERT and CPM</li></ul>