JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT MAKEUP EXAMINATION- April 2018

B.Tech Semester 6

COURSE CODE: 10B11PD611

MAX. MARKS:25

COURSE NAME: Project management

COURSE CREDITS: 3

MAX. TIME: 1.5 hr

Note: All questions are compulsory. Carrying of mobile phone during examinations will be treated as case of unfair means.

1. Why do you need project management techniques? (4 marks)

- 2. Project managers must be generalists rather than specialists. Yet, team members need to have more specialized, technical skills. Can a generalist manage a team of specialists effectively? (4 marks)
- 3. Contrast (i) risk with uncertainty and (ii) working group with team. (4 marks)
- 4. Why is project planning so important? (3 marks)
- 5. Players A and B, each take out one or two matches and guess how many matches the opponent has taken. If one of the players guesses correctly, then the loser has to pay him as many rupees as the sum of the number held by both the players. Otherwise, the payout is zero. Write down the payoff matrix and solve it to find the best strategy for each player and the value of the game. (4 marks)
- 6. A Small retailer has studied the weekly receipts and payments over the past 200 weeks and has developed the following set of information:

Weekly R	Receipts (in Rs.)	Probability	Weekly Payments (in Rs.)	Probability		
3000	44	0.20	4000	0.30		
5000	**************************************	0.30	6000	0.40		
7000		0.40	8000	0.20		
12000		0.10	10000	0.10		

Using the following set of random numbers (First 2 random numbers for the first trial's Weekly receipts and payment respectively, etc.) simulate the weekly pattern of receipts and payments for the 12 weeks of the next quarter, assuming further that the beginning bank balance is Rs. 8000.

03	61	91	96	38	30	55	32	17	03	46	88	32	48
43	28	69	88	72	18	24	71	22	99				

What is the estimated balance at the end of the 12 weekly period? What is the highest weekly balance during the quarter? What is the average weekly balance for the quarter? (6 max)