

## Lesson Plan

Name of Institute : Ambala College of Engineering and Applied Research  
 Name of the Faculty member : Dr S. K. Jain  
 Discipline : Mechanical Engineering  
 Semester : 6th  
 Subject : Operation Research (ME-306N)  
 Lesson Plan Duration : 15 weeks (from January 2020 to April 2020)  
 Work Load : 3L 1T 0P

Week	Theory		Practical	
	Lecture day	Topic (including assignment/ test)	Practical day	Topic
1 <sup>st</sup>	1	Introduction to OR, origin, development		
	2	Model formulation		
	3	Graphical solution		
	4	Various problems		
2 <sup>nd</sup>	1	Simplex method		
	2	Minimization problem		
	3	Big- M method		
	4	Special problems		
3 <sup>rd</sup>	1	Degeneracy		
	2	Duality theory		
	3	Sensitivity analysis		
	4	Numerical on LPP		
4 <sup>th</sup>	1	Numerical on LPP		
	2	Methods for solving Transportation model		
	3	VAM method		
	4	Sessional Test-1		
5 <sup>th</sup>	1	MODI method		
	2	MODI method		
	3	Unbalanced transportation		
	4	Numerical Practice		
6 <sup>th</sup>	1	Profit Maximization Problem		
	2	Degeneracy in transportation model		
	3	Least time transportation model		
	4	Numerical Practice		
7 <sup>th</sup>	1	Assignment model		
	2	Formulation and solution		
	3	Variation in assignment model		
	4	Numerical Practice		
8 <sup>th</sup>	1	Introduction to PERT and CPM, Fulkerson rule		
	2	Drawing of network		
	3	Pert calculations		
	4	Numerical Practice		
9 <sup>th</sup>	1	Critical path method		

	2	Crashing of network		
	3	Assignment on Transportation and network		
	4	Numerical Practice		
10 <sup>th</sup>	1	Simulation languages		
	2	Simulation techniques		
	3	Numerical Practice		
	4	Sessional Test-2		
11 <sup>th</sup>	1	Decision theory under certainty		
	2	Decision theory under uncertainty		
	3	Decision tree		
	4	Numerical Practice		
12 <sup>th</sup>	1	Basic queuing process		
	2	Queuing theory		
	3	Single channel queuing theory		
	4	Numerical Practice		
13 <sup>th</sup>	1	Multi-channel queuing theory		
	2	Game theory, model formulation, saddle point,		
	3	dominance method, mixed strategy		
	4	Numerical Practice		
14 <sup>th</sup>	1	Odd method		
	2	Graphical method		
	3	Sub game method		
	4	Numerical Practice		
15 <sup>th</sup>	1	Assignment on Queue theory and Game theory		
	2	Revision		
	3	Revision		
	4	Sessional Test-3		

(Signature of the teacher concerned with date)