Reg. No.: .....

Name : .....

## First Semester M.A. Degree Examination, February 2019 Branch : ECONOMICS EC 214 – Quantitative Methods (2013-2017 Admissions)

Time: 3 Hours

Max. Marks: 75

## PART - A

Answer all questions from this Part. Each question carries one mark.

- 1. What is a diagonal matrix ?
- 2. Identify the logarithmic linear function.
- 3. What is saddle point?
- 4. Define the consumer's surplus.
- 5. Differentiate e4x.
- 6. What is definite integral?
- 7. Write a note on inflexion point.
- 8. What is Shadow price?
- 9. Define the optimal solution.
- 10. What is dominant strategy?

(10×1=10 Marks)

## PART - B

Answer any seven questions. Each carries 5 marks.

- 11. Write a note on the simplex method in linear programming problem.
- 12. Find the total revenue and demand function if  $MR = 4x 3x^2$ .
- 13. What is integration and discuss the methods of integration?
- 14. Explain the duality and dual theorems.
- 15. The Total Revenue is  $R = 35 x^2$ , find the output (x) when total revenue maximum.

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- 16. Discuss the Static and Dynamic model of Leontief.
- 17. Discuss the uses of matrices.

- 19. Optimize  $y = 8x^2 + 100x 10y$ .
- 20. Explain the cobweb model.

PART - C

Answer any three questions. Each carries 10 marks.

- 21. a) What is linear programming and mention its advantages?
  - b) Solve using graphical method of LPP.

Maximise 
$$Z = 2X_1 + 5X_2$$

Subject to constraints

$$X_1 + 4X_2 \le 24$$

$$X_1 + X_2 \le 9$$

and 
$$X_1$$
,  $X_2 \ge 0$ .

- 22. Explain the following with example:
  - a) Differential equations
  - b) Difference equations
  - c) Dynamic stability
  - d) Lagged income ditermination model.
- 23. Solve the following equation with Cramer's rule

$$3X + 2Y + Z = 6$$
,  $2x - 3Y + 3Z = 2$ ,  $X + Y + Z = 3$ .

- 24. Briefly explain the game theory.
- 25. How does the of Lagrange's multiplier method apply in economics?

(3×10=30 Marks)



