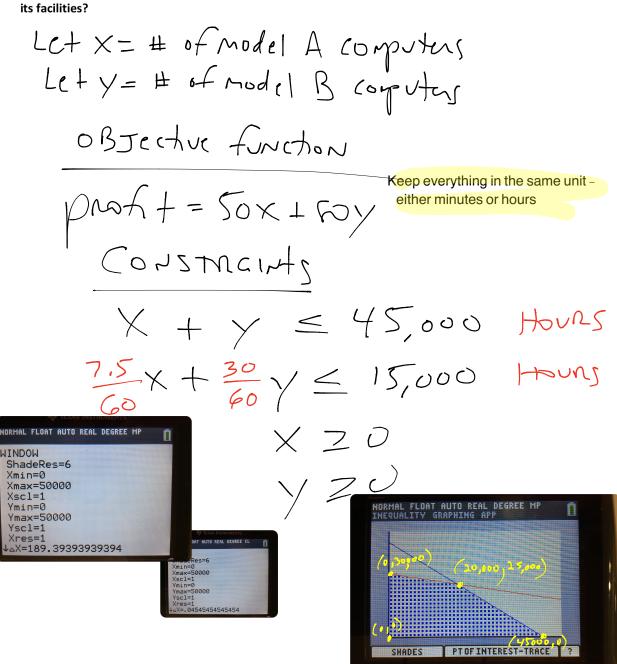
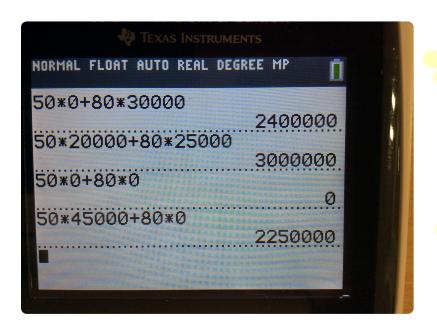
7) A small computer company makes two popular models of computers. Both models take 1 hour assemble. However, model A requires 7.5 minutes to test where model B requires 30 minutes to test.

With

the company's current facilities, there are 45,000 hours per month available for assembly, and 15,000 hours per month available for testing. The profit for model A is \$ 50 per unit, and the profit for model

is \$ 80 per unit. What is the greatest monthly profit the company can make without increasing its facilities?





20,000 MODEL A 4 25,000 MODEL B

...

8) A manufacturer produces two types of fishing rods. Rod DC4 requires 2 ½ hours to cut, 2 hrs to finish, and 45 minutes to ship. Rod KL3 requires 3 hrs to cut, 1 hr to finish, and 1hr. 15 minutes to ship. The total time available for cutting, finishing, and shipping is 4,000 hrs, 2,500 hrs and 1,500 hrs respectively. How many units of each type should be produced to achieve maximum profit if the profit on model DC4 is \$ 225 and the profit on model KL3 is \$ 175 ?

Let X = # of DCY Let Y = # of KL3

OBJective Function

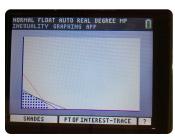
Profit = 225X + 175Y

Constraints

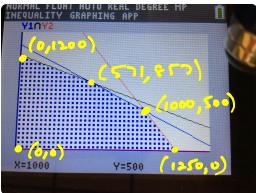
2.5X + 3X \leq 4000 \subset Cut

2X + 1Y \leq 2500 \subset Finish

75X + 1.25Y \leq 1500 \subset Ship







TEXAS INSTRUM	
HISTORY	<u> </u>
225*571+175*857	210000
225*0+175*0	278450
225*1000+175*500	0
225*1250+175*0	312500
	281250

MODEL DCY \$ 500 MODEL 9) A calculator company produces a scientific calculator and a graphing calculator. Long-term projections indicate an expected demand of at least 100 scientific and 80 graphing calculators each day. Because of limitations on production capacity, no more than 200 scientific and 170 graphing calculators can be made daily. To satisfy a shipping contract, a total of at least 200 calculators much be shipped each day. If each scientific calculator sold results in a \$2 loss, but each graphing calculator produces a \$5 profit, how many of each type should be made daily to maximize net profits?

