

- **George Dantzig invented**
  - a) The washing machine
  - b) The simplistic method
  - c) The method of the samurai
  - d) The simplex method
- **A corner point is**
  - a) The intersection of exactly two constraints in a 2-variable LP
  - b) The intersection of more than two constraints in a 2-var LP
  - c) The intersection of two or more constraints in a 2-var LP
  - d) A good place to sleep during my early morning lectures
- **The main idea underlying the simplex method is**
  - a) The optimal solution can only be a corner point
  - b) There always exists an optimal corner point solution
  - c) Calling your OR professor to find the optimal solution
  - d) An optimal solution is a corner point or there is no solution
- **At each iteration, the simplex method moves from**
  - a) A corner point to an adjacent corner point
  - b) A corner point to any other corner point
  - c) A corner point to another with better  $Z$
  - d) One corner of the white board to another