

- **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