Example 1 Solve the following linear programming problem graphically:

Maximise $Z = 4x + y$ ... (1)

subject to the constraints:

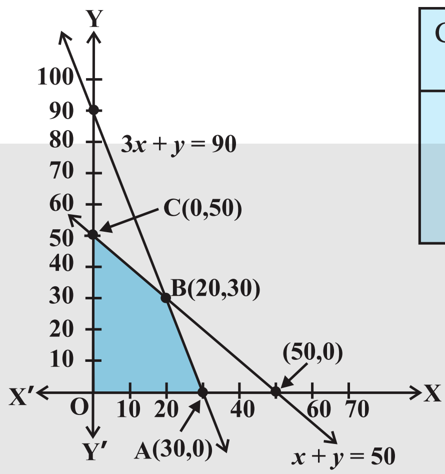
$$x + y \leq 50 \quad \text{... (2)}$$

$$3x + y \leq 90 \quad \text{... (3)}$$

$$x \geq 0, y \geq 0 \quad \text{... (4)}$$

Solution The shaded region in Fig 12.2 is the feasible region determined by the system of constraints (2) to (4). We observe that the feasible region OABC is **bounded.** So, we now use Corner Point Method to determine the maximum value of Z.

The coordinates of the corner points O, A, B and C are (0, 0), (30, 0), (20, 30) and (0, 50) respectively. Now we evaluate Z at each corner point.



Corner Point	Corresponding value of Z	
(0, 0)	0	
(30, 0)	**120** ←	Maximum
(20, 30)	110	
(0, 50)	50	

Fig 12.2

Hence, maximum value of Z is 120 at the point (30, 0).

Example 2 Solve the following linear programming problem graphically:

Minimise Z = 200 x + 500 y ... (1)

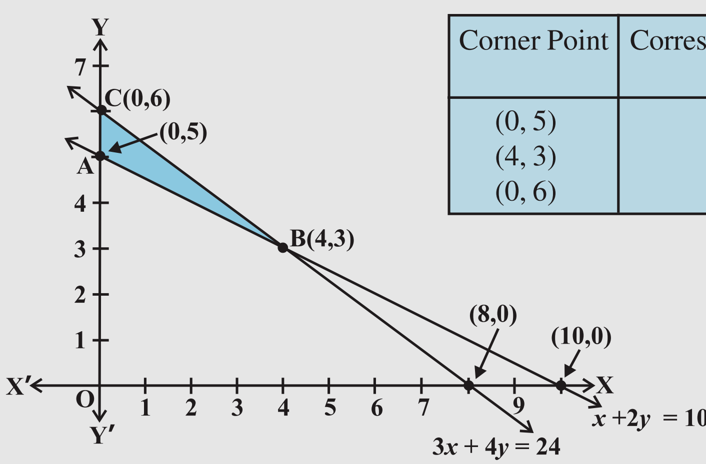
subject to the constraints:

$x + 2y \geq 10$ ... (2)

$3x + 4y \leq 24$ ... (3)

$x \geq 0, y \geq 0$ ... (4)

Solution The shaded region in Fig 12.3 is the feasible region ABC determined by the system of constraints (2) to (4), which is **bounded**. The coordinates of corner points



Corner Point	Corresponding value of Z	
(0, 5)	2500	
(4, 3)	**2300** ←	Minimum
(0, 6)	3000	

Fig 12.3

A, B and C are (0,5), (4,3) and (0,6) respectively. Now we evaluate Z $= 200x + 500y$ at these points.

Hence, minimum value of Z is 2300 attained at the point (4, 3)