



QP CODE: 20101314



20101314

Reg No : .....

Name : .....

**BA DEGREE (CBCS) EXAMINATION, NOVEMBER 2020**

**Second Semester**

B.A Economics Model I

**Complementary Course - EC2CMT03 - MATHEMATICS FOR ECONOMICS ANALYSIS**

2017 ADMISSION ONWARDS

642B1A43

Time: 3 Hours

Max. Marks : 80

**Part A**

*Answer any ten questions.*

*Each question carries 2 marks.*

1. Consumer Equilibrium under Cardinal Utility.
2. Properties of Indifference Curve.
3. Budget line.
4. Production.
5. Internal and External Economies.
6. Total Revenue.
7. Very short period market.
8. Collusive Oligopoly.
9. Factor Pricing.
10. Features of a Game.
11. Competitive Game.
12. To find out the value of a game. Strategies are  $A_1, A_2, A_3, A_4$  and  $B_1, B_2, B_3, B_4$

$$\begin{pmatrix} 40 & 30 & 24 & 70 \\ 50 & 28 & 16 & 20 \\ 80 & 4 & 20 & 10 \\ -10 & 8 & 22 & 0 \end{pmatrix}$$

(10×2=20)

**Part B**





*Answer any six questions.  
Each question carries 5 marks.*

13. What do you mean by Isocost line ? In what circumstances they would shift.
14. Explain different types of cost.
15. Analyse the Long Run Equilibrium of the firm and industry under perfect competition.
16. Explain the derivation of Demand Curve under Monopoly.
17. What are the main features of Monopolistic Competition?
18. Solve the following Game. Strategies are  $A_1, A_2$  and  $B_1, B_2$   
$$\begin{pmatrix} 3 & 5 \\ 4 & 1 \end{pmatrix}$$
19. Using the Principle of Dominance.  
$$\begin{pmatrix} 2 & 4 & 3 & 3 & 4 \\ 5 & 6 & 3 & 7 & 8 \\ 6 & 7 & 9 & 8 & 7 \\ 4 & 2 & 8 & 4 & 3 \end{pmatrix}$$
20. Explain Two Person Two Commodity Game.
21. Explain how a Game Problem is solved by Graphic method.

(6×5=30)

### **Part C**

*Answer any two questions.  
Each question carries 15 marks.*

22. Examine the utility theory of demand expounded by Marshall.
23. Critically evaluate the sources of supply shifts.
24. Define Dumping. Briefly explain the equilibrium under Dumping .
25. Explain Non - Zero Sum Game

(2×15=30)

