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#1

QNO 01 (Part a)

### General Process charts

The current process the redesigned process and the expected improvements.

characterizes

- \* The number of activities per category
- \* The amount of time spent in each activity category.
- \* The percentage of the total processing time spent on each category.

Part (b) List disadvantages of Process Activity chart.

- \* Only consider average activity time
- \* If the process includes several variants with different paths (for example multiple paths through the process) each variant need its own activity.
- \* Cannot depict parallel activity.

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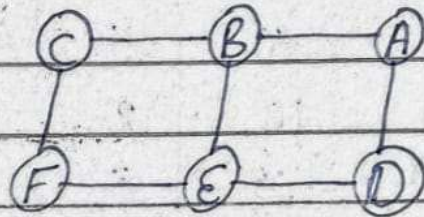
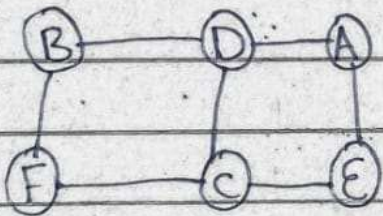
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P-2

Q NO. 01 : Which design is the better one.

Current design

Proposed design



	A	B	C	D	E	F
A		20		20		80
B			10		75	
C				15		90
D					70	

$$P = 3$$

### Calculation for two Designs

Centers	Current design			Proposed design	
	Load	Distance	LD Score	Distance	LD Score
(A,B)	20	2	40	1	20
(A,D)	20	1	20	1	20
(A,E)	80	3	240	3	240
(B,C)	10	2	20	1	10
(B,E)	75	3	225	1	75
(C,D)	15	1	15	3	45
(C,E)	90	1	90	1	90
(D,E)	70	2	140	1	70
Total			790		570

So the Proposed design is better than Current design.

P# 4

QNO 02.

The observation period for 3, 6, 5 and 2 job are 10, 20, 20 and 10.

3 - 10 min

6 - 20 min

5 - 20 min

2 - 10 min.

$$\begin{aligned} \text{The average WIP} &= \frac{3+6+5+2}{4} = \text{Jobs} \\ &= \frac{16}{4} = 4 \text{ Jobs} \end{aligned}$$

$$\frac{3 \times 10 + 6 \times 20 + 5 \times 20 + 2 \times 10}{10 + 20 + 20 + 10} \text{ Jobs.}$$

$$\frac{30 + 120 + 100 + 20}{60}$$

$$\frac{270}{60}$$

$$4.5 \text{ Jobs.}$$

P#5

QNO 2 Part b.

First we find Process time.

$$= 12 + (0.1 \times 18) + (0.9 \times 30) + 17 + 1.5(12 + 25 + 7) + 10$$

$$\approx 12 + 1.8 + 27 + 17 + 66 + 10$$

$$\approx 133$$

Calculate the average of CT for this process

$$10 + (0.9 \times 24) + (0.1 \times 20) + 25 + 1.5(12 + 23 + 35) + 15$$

$$= 10 + 21.6 + 2 + 25 + 105 + 15$$

$$\approx 178.6 \text{ min.}$$

$$\text{CT Efficiency} = 133.8 / 178.6$$

$$= 0.749$$

QNO3.

Activity	Processing Time (min)	Resource Requirements	Number of Jobs
A	2	R <sub>1</sub>	1
B	5	R <sub>1</sub>	0.3
C	8	R <sub>2</sub>	1
D	3	R <sub>2</sub>	1.1
E	4	R <sub>2</sub>	1.1
Inspection	4	-	1.1
F	2	R <sub>1</sub>	1
G	4	R <sub>3</sub>	1
H	2	R <sub>3</sub>	1

Resource	(Min) Unit Load	Unit capacity Jobs/min	Available Resource	Pool capacity Jobs/min
R <sub>1</sub>	$2(1) + 5(0.3) + 2(1) = 5.5$	$1/5.5$	2	$2/5.5 = 0.363$
R <sub>2</sub>	$8(1) + (3+4)(1.1) = 15.7$	$1/15.7$	2	$2/15.7 = 0.127$
R <sub>3</sub>	$4(1) + 2(1) = 6$	$1/6$	1	$1/6 = 0.166$

Unit Load = Processing Time x Number of Jobs

Pool capacity Job = Available Resource / Unit Load.

QNO. 4.

## The Theory of Constraints

Step 1. OPTIMIZE the Constraints  
Before adding Capacity, we need to use the Capacity we already have. "Optimize" in this sense means "doing everything possible to use the constraints to its fullest capacity"

Step 2. IDENTIFY the constraints.  
This tells us where to focus improvement efforts. Since we know that only an improvement at the constraint makes a difference.

Step 3: SUBORDINATE the Non Constraints.

The job of non-constraints to subordinate their decisions to

the Constraint needs. They should optimize for constraints (and thus System) performance, not their own individual performance, ~~the results of which are witnessed in~~

Step 4: ELEVATE the Constraints.  
Only once we've completed the steps does it make sense to add more constraint capacity and thereby increase system performance. Because adding capacity is tremendously expensive in time and money, we do it as a last resort, not a first resort.

Step 5: RETURN to step 1.  
The inevitable result of the first four steps, and the reason this is a "continuous" improvement method, is that the constraint moves somewhere else. The step insists that you start back at the beginning, and don't let inertia become the constraint.