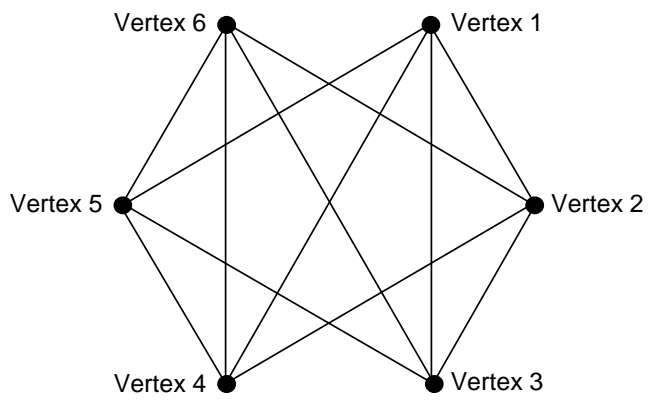
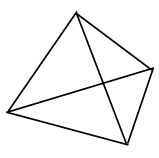


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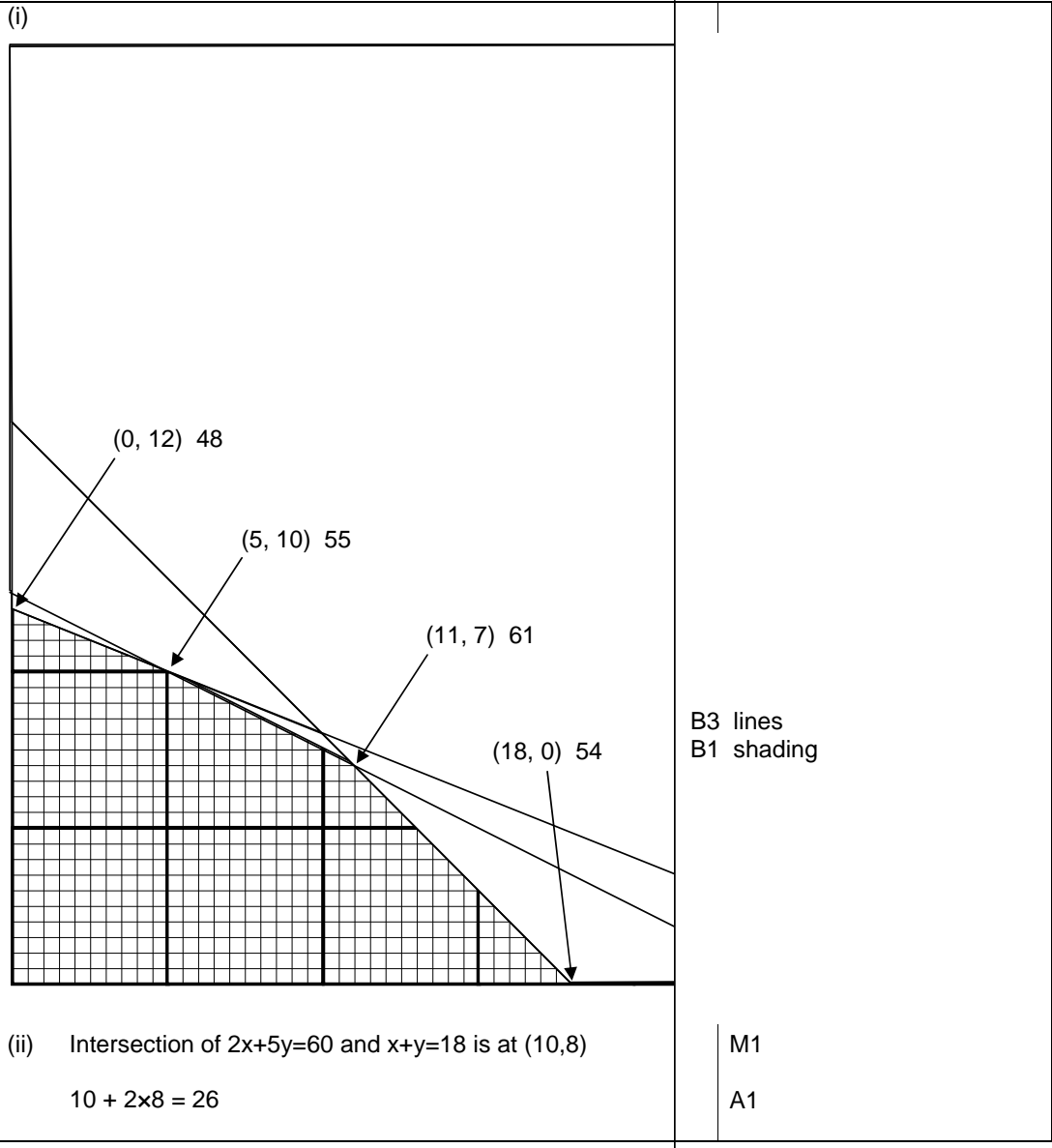
Question 1

<p>(i) 1 and 6, 2 and 5, 3 and 4</p> <p>(ii)</p>  <p>(iii)</p> 	<p>B1</p> <p>M1 10 to 14 edges A4 (-1 each edge error)</p> <p>B1 identification B1 sketch</p>
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Question 2.

<p>(i) A's c takes 2, leaving 3. You have to take 1. A's c takes one and you lose.</p> <p>(ii) A's c takes 3 leaving 3. Then as above.</p> <p>(iii) A's c takes 3 leaving 4. You can then take 1, leading to a win.</p>	<p>M1 A1 A1</p> <p>M1 A1</p> <p>M1 A1 A1</p>
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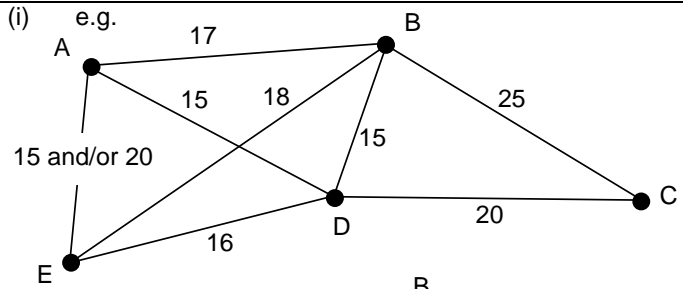
Question 3.



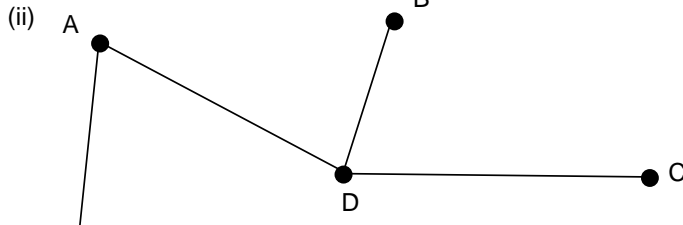
Question 4.

(i)	e.g. 0–4 exit	5–9 other vertex							B1	B1
(ii)	e.g.	1 A	ExA						M1	process with exits
		2 A	B	A	B	A	B	ExB	A1	
		3 A	ExA							
		4 A	B	A	B	A	ExA			
		5 A	B	ExB						
		6 A	B	A	B	A	B	ExB		
		7 A	B	A	B	ExB				
		8 A	ExA							
		9 A	B	ExB						
		10 A	ExA							
	0.5, 0.5, 1.9	(Theoretical answers: 2/3, 1/3, 2) (Gambler's ruin)							B1	probabilities
									M1	duration
									A1	
(iii)	e.g. 0–2 exit	3–5 next vertex in cycle							M1	ignore
	6–8 other vertex	9–ignore and re-draw							DM1	conditionality
									A1	equal prob
									A1	efficient
(iv)	e.g.	1 A	B	A	B	A	ExA		M1	
		2 A	C	A	ExA				A2	
		3 A	ExA							
		4 A	B	C	B	C	ExC			
		5 A	ExA							
		6 A	C	A	B	ExB				
		7 A	ExA							
		8 A	B	C	ExC					
		9 A	ExA							
		10 A	ExA							
	0.7, 0.1, 0.2	(Theoretical probs are 0.5, 0.25, 0.25) (Markov chain)							M1	
									A1	

Question 5.



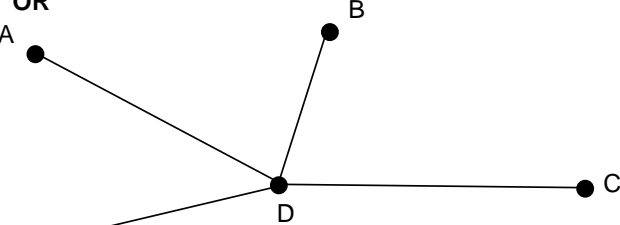
M1
A1 connectivity
A1 lengths



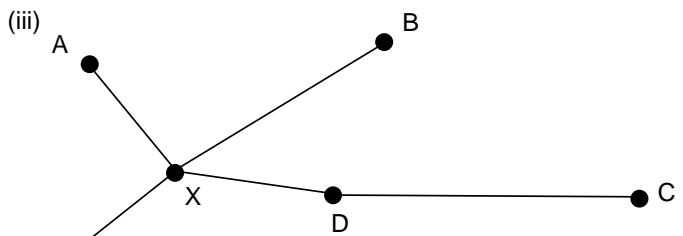
M1 connected tree
A2 (-1 each error)

Order: AE; AD; DB; DC or
AD; AE; DB; DC or
AD; DB; AE; DC Length: 65 km

A1 B1



Order: AD; DB; DE; DC Length: 66 km



M1 connected tree
A2 (-1 each error)

Length: 53 km
Advice: Close BC, AE and BD

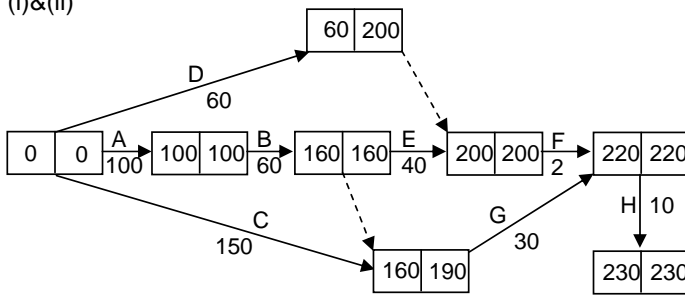
B1
B3

(iv) facility (e.g. anglers)
distances (e.g. B to C)

B1

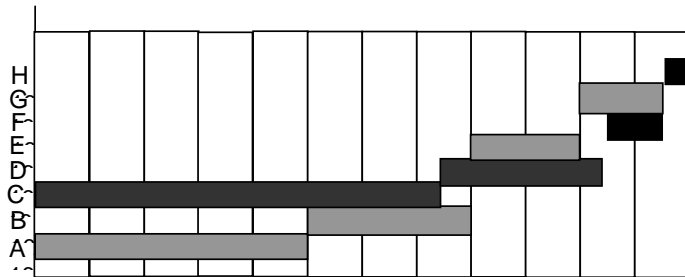
Question 6.

(i)&(ii)



time – 230 minutes
critical – A; B; E; F; H

(iii) e.g.



Least time = 240 mins

Minimum project completion times assumes no resource constraints.

M1 sca (activity on arc)
A1 single start & end
A1 dummy
A1 rest

M1 forward pass
A1
M1 backward pass
A1

B1
B1 cao

M1 cascade
A2

B1 Joan/Keith

B1

B1