ECONOMICS COURSE NO: ECO-102 QUANTITATIVE TECHNIQUE – I (MATHEMATICS)

Unit I – Sets and Relations

1. Functions: types and its application in Economics

- a) Supply Function
- b) Demand Function
- c) Cost Function
- d) Total Revenue Function
- e) Profit Function
- f) Market Equilibrium
- g) Break Even Point
- h) Production Function
- i) Consumption Function
- j) Saving Function

2. Sets.

- a) Concepts
- b) Operation of the Sets

3. System of Equation

a) Degrees of an equation

4. Inequalities in Market Equilibrium

a) Solving of demand and Supply equation

Unit II – Number System

1. Uses of Numbers

- a) Natural Number
- b) Integer
- c) Rational number
- d) Irrational Number
- e) Real Number

2. Axiomatic properties of real number and completeness

- a) Axiom of the field
- b) Axiom of order
- c) Axiom of completeness

3. Complex number, Graphical representation of complex number

- a) Law of Equality
- b) Law of Addition
- c) Law of Multiplication
- d) Law of Division
- e) Absolute Value

4. Analytical Geometry

- a) Properties of plane figures.
- b) Distance between two points
- c) Midpoint of line segment
- d) Division of a line
- e) Slope of a line
- f) Parabola
- g) The Circle
- h) Iso Profit and Iso Cost lines

Unit III – Differentiation

1. Rules of Differentiation.

- a) Sum Rule
- b) Product Rule
- c) Quotient Rule

2. Application of Derivatives

- a) Marginal Revenue
- b) Average Revenue
- c) Total Revenue
- d) Marginal Cost
- e) Average Cost
- f) Total Cost
- g) Maxima and Minima

3. Integration.

- a) Rules of integration.
- b) Consumer surplus
- c) Producer surplus

Unit IV – Matrix and Determinants

1. Types of Matrix

- a) Different types of Matrix
- b) Vector
- c) Operation of a Matrix

2. Determinants

- a) Computation of determinants
- b) Ad joint of a matrix
- c) Inverse of a matrix

3. Solution of a Simultaneous Equation through Crammers Rule

- a) Method of Solving simultaneous equation
- b) Crammer's rule

Unit V – Linear Programming

1. Concept and formulation

a) Solution through Linear Programming Problem

2. Solution of LPP's through Graphs

3. Input – Output Analysis

- a) Leontref input-output table
- b) Technical Co-efficient Matrix