TELANGANA UNIVERSITY S.S.R. DEGREE COLLEGE, NIZAMABAD (C.C:5029) V SEMESTER INTERNAL ASSESSMENT II EXAMINATIONS RETAIL MANAGEMENT QUESTION BANK

I. Multiple choice quest	ions				
1. The method of organ	izing products or ខ្ល	e is referred to as		[b]	
(a) Store design (b	o) Store layout	(c) Store manage	ment (d) St	ore spacing	
area consists of the complete collection of goods.					[a]
(a) Bulk of stock (b	•	• •	e (d) St	orehouse	
3. Racetrack layout is al					[c]
(a) Grid store layout (l	-			ee Form layout	
4. The front appearance of the store is referred to as					[a]
• • • •	a) Shop front (b) Angled front (c) Straight front (d) Arcade front				
5 plans guide the customer movements in the store while shopping.					[a]
(a) Circulation (B				ovement	
6 is the pictorial and attractive representation of a store's identity to a customer.					[d]
(a) Signage (B	o) Music	(c) Lighting	(d) Gr	aphics	
helps in downplaying or hiding less attractive features which cannot be changed.					[c]
(a) Merchandise (k	o) Highlights	(c) Lighting	(d) Ce	eiling	
8. USP stand for					[d]
(a) Upper Selling Point(b) Under Selling Point(c) Unique Selling Point(d) Unique selling proposition					
(c) Unique Selling Point (d) Unique selling proposition					
9strategy comprises of both push and pull strategy					[a]
(a) Combined sales promotion (b) Mixed s			sales promotion		
(c) Integrated sales promotion (d) Congregated sales promotion.					
10. Window cards are a type of					[d]
(a) POS signage	(b) SKU	(c) Foot fa	ills (d) PC	DP display	
11 are the i	middlemen who ai	re responsible for bri	inging goods to th	e market place.	[a]
(a) Distributors	(b) Retailers	(c) Agents	(d) No	one of the above	
12. Patterns of distribut	ion follows	strategies			[d]
(a) Exclusive distribution	n (b) Selective	e distribution (c)	Intensive distribu	tion (d) All the abov	е
13conflict arise	s between the me	mbers of the same I	evel within the ch	annel.	
(a) Mixed	(b) Vertical	(c) Horizo	ntal (d) No	one of the above	
14. If the conflict arises	between different	t levels but in the sar	me channel then i	t is called as,	
channel conflict.					[b]
(a) Horizontal	(b) Vertical	(c) Mixed	(d) No	one of the above	
15. Which of the follow	ing are the param	eters for the selectio	n of C & FAs?		[d]
(a) Warehouse location	(b) Financial	strength (c)	Flexibility	(d) All the above	
16. Which of the follow	ing can be used as	motivational tools?			[d]
(a) Reward	(b) Brand im	nage (c)	Coercion	(d) All the above	
17. Distribution networ	k for a	ddition to distributo	rs. products incluc	le dealer and stockist	s of
smaller towns in					[a]
(a) Pharmaceutical products (b) Consumer products					
(c) Industrial products (d)			None of the above		
18enable	es a company to ho	old an esteemed pos	ition in the indust	ry as it provides an in	nmediate
recognition and respect	to the company.				[c]
(a) Expert power	(b) Support	power (c)	Referent power	(d) None of the abo	ve
19. SKUs stands for					[b]
(a) Shop Keeping Units			(b) Stock Keeping Units		
(c) Stand Keeping Units			(d) None of the above		

20. Contract, power and structure are the tools for

(a) Control (b) Motivating

(c) Both (a) and (b) (d) None of the above

Fill in the Blanks

1. <u>Store layout</u> is the method in which the products or goods are organized in a retail store.

2. <u>Point of sale (POS)</u> restricts the customers untill they clear/play the bill.

3. <u>Grid store</u> layout is a series of long aisles of products displayed one next to the other.

4. <u>Principle of change and flexifbility</u> states that the store designs should be adaptable to the changes in the environment.

5. The most suitable form of layout for supermarkets and hypermarkets is grid store layout

6. <u>Atmospherics</u> is a store environment which is designed with the help of visual communications, lighting. colours, music and scent for encouraging the perceptual and emotional response of customers.

7. <u>Maximum quanity</u> refers to the quantity of merchandise that the retailer must stock or kept ready on order at reordering point.

8. Floor are used to divide the store into various divisions and departments.

9. <u>Live setting presentation</u> is a live setting environment in which specific combination of merchandise is displayed to the customers.

10. <u>Store Environment</u> refers to how a customer's perceives the physical appearance of the store.

11. <u>Distributionchannel management</u> refers to the management of all those activities which are mostly related with the firm's distribution function.

12. C & FAS stands for carrying & forwarding agents

13. <u>Wholesalers</u> buys the goods or services from the manufacturer for the purpose of resale to the retailers or for business use.

14. Types of channel conflicts are <u>vertical</u>, <u>horizontal</u> and <u>multi</u> and channel conflicts.

15. <u>Motivation</u> is necessary to make the channel members put additional efforts for attaining company's targets.

16. <u>Contract and Structure</u> are used as tools for controlling the channel members.

17. <u>Middlemen</u> is the mediator who transfers the goods from one place to another.

18. Making products available to the customers at the place where they want is nothing but creating <u>place</u> <u>utility</u>

19. Latent, Perceived Felt and Manifest are the stages of channel conflict.

20. <u>Coercive power (or) Coercion</u> is the power of "threat" used by the companies to place the default channel partners back on the track.

III. Short Questions and Answers

Q1. Define Store Layout.

Answer: A store layout is the way in which the products or goods are organized in a retail store. It facilitates the flow of customers within a store.

Q2. List out the key considerations in store layout.

Answer: The proto type design team should take into account, some key considerations while creating a store layout. A good store layout must.

1. Increase sales

- 2. Maximize returns per square foot
- 3. Matching the goods with the format
- 4. Providing flexibility in store design

5. Offering help to the women/children/disabled customers.

Q3. What is Layout Selection?

Answer: Layout selection can be defined as the process of selecting an appropriate layout for the store to utilize the available space efficiently. A good layout helps the retailer in matching good with the store format. It encourages the customers to go through most of the products in the store which causes unexpected buying Q4. What do you mean by Visual Merchandising?

Answer: Visual merchandising refers to the ways in which the store presents its merchandise for drawing the attention of the potential customers.

[a]

Q5. Define POP Displays.

Answer: According to the Dictionary of Retailing by R.Ostraw and S.Smith. "Point-of-Purchase (POP) communication is defined as, "the promotional signs and interior displays, often located at the point of sale or alongside displays of merchandise".

Q6. Define Channel of Distribution.

Answer: "A channel of distribution (Sometimes called as trade channel) for a product is the route taken by the title to the goods as they move from the producer to the ultimate customer or industrial users". William J.Stanton

"Every producer seeks to link together the set of marketing intermediaries that best fulfill the firm's objectives. This set of marketing intermediaries is called the marketing channel also called trade channel or channel or distribution".

Philip Kotler

Q7. Define Physical Distribution.

Answer: According to Philip Kotler, "physical distribution involves planning, implementing and controlling the physical flows of materials and final goods from point of origin to point of use to meet customer requirements at a profit"

According to Cundiff and Still, "physical distribution involves the actual movement and storage of goods after they are produced and before they are consumed".

Q8. What is Physical Distribution System?

Answer: Physical distribution system refers to the group of tasks which deals with delivering the finished products to the end consumers. The main aim of this system is to provide goods to the right consumer, at right amount, at right time and at right place. This system is followed by many wholesalers and retailers. Q9. What are Channel Conflicts?

Answer: A situation in which there is disagreement among the channel members from the same marketing channel system is known as channel conflict. Conflict is often regarded as a part of any social system. A channel system which brings different entities together for building a working relationship is also considered as a social system. In this type of system, a conflict may occur, when one entity in the relationship is operating in a manner or performing certain tasks which will directly influence the performance of other entity or acts as a hurdle in the achievements of its goals.

Q10. What is CRM and Customer Loyalty?

Answer: Customer Relationship Management (CRM) is defined as a core strategic process to build trust worthy relations between organization and customer by supplying techniques to achieve customer satisfaction on one hand and on other hand to maximize profits. On the other hand, customer loyalty refers to the attitude and commitment of customers towards a particular product or brand. The customers are loyal to any particular product/brand they never buy other alternative brand or product.