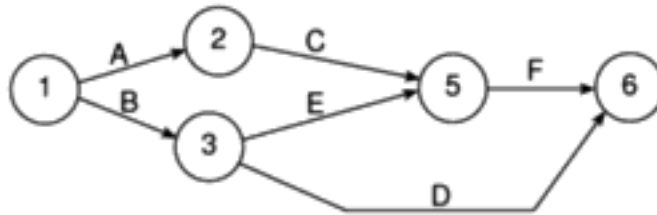


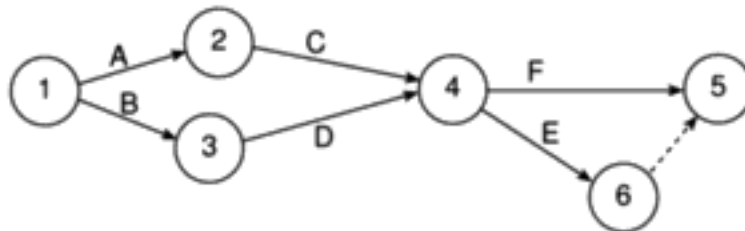
## Chapter 6

- (a) Activity D dangles, giving the project two 'end events'. This network should be drawn as below. To aid comparison with the original, the nodes have not been renumbered, although we would normally do so.

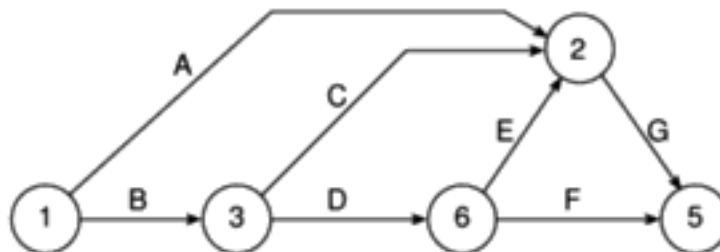


### 6.1 Errors drawing activity networks

- (b) Once again, this network has two end nodes, but in this case the solution is slightly different since we should introduce a dummy activity if we are to follow the standard CPM conventions.



- (c) Either this one has a dangle (although, because of the way it is drawn, it is less obvious) or activity E has its arrow pointing in the wrong direction. We need a bit more information before we can redraw this one correctly.
- (d) Strictly speaking, there is nothing wrong with this one – it is just badly drawn and the nodes are not numbered according to the standard conventions. It should be redrawn as in the following example.



In this diagram the nodes have retained their original numbers (to aid identification) although they should of course be renumbered sequentially from left to right.

- (e) This one contains a loop – F cannot start before G has finished, G cannot start before E has finished and E cannot start before G has finished. One of the arrows is wrong! It is probably activity F that is wrong but we cannot be sure without further information.