

ıly learned before

event and only one

cceeding or 'head' many may use the

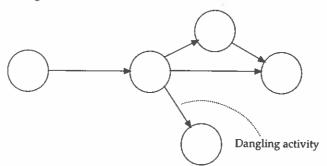


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f) All activities must be tied into the network i.e. they must contribute to the progression or be discarded as irrelevant. Activities which do not link into the overall project are termed 'danglers'.



Dangler. Not to be used

Conventions for drawing networks

- 6. In addition to the Rules in Paragraph 5 above, which must not be violated, certain conventions are usually observed and for the sake of uniformity and easier communication students are recommended to follow the normal conventions.
 - a) Networks proceed from left to right.
 - b) Networks are not drawn to scale i.e. the length of the arrow does not represent time elapsed.
 - c) Arrows need not be drawn in the horizontal plane but unless it is totally unavoidable they should proceed from left to right.
 - d) If there are not already numbered, events or nodes should be progressively numbered from left to right. Simple networks may have events numbered in simple numeric progression i.e. 0, 1, 2, 3 etc but larger, more realistic networks may be numbered in 'fives' i.e. 0, 5, 10, 15 etc or 'tens' i.e. 0, 10, 20, 30 etc. This enables additional activities to be inserted subsequently without affecting the numbering sequence of the whole project.

Activity identification

- 7. Activities may be identified in several ways and students should familiarise themselves with the various methods so that unfamiliar presentation does not cause confusion. Typical of the methods to be found include:
 - a) Shortened description of the job e.g. plaster wall, order timber etc.
 - b) Alphabetic or numeric code. e.g. A, B, C etc. or 100, 101, 108 etc.
 - c) Identification by the tail and head event numbers e.g. 1-2, 2-3, 2-5 etc.

Dummy activities

8. It will be recalled that a dummy activity is one that does not consume time or resources but merely shows a logical relationship. It is shown on a network by a dotted arrow.

Dummy example. Assume that part of the network involves a car arriving at a service station during which two independent activities take place, filling with petrol (A) and topping up with oil (B).