

2.2.2 Paredes

Atividade 2.2.2.C

Recursos: pedreiro João, pá, carrinho de mão

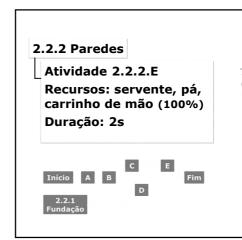
(100%)

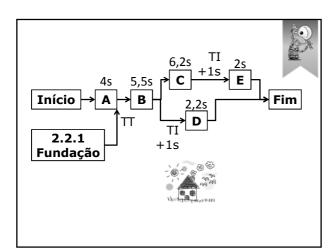
Duração: 6,2s

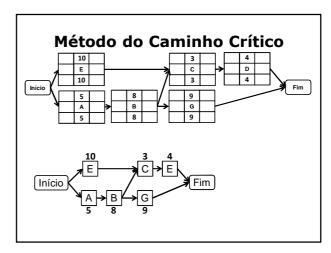
Atividade 2.2.2.D

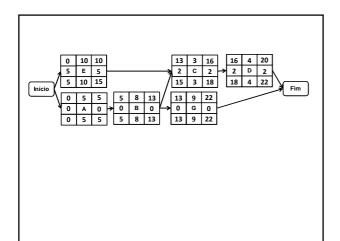
Recursos: servente, pá, carrinho de mão (100%)

Duração: 2,2s



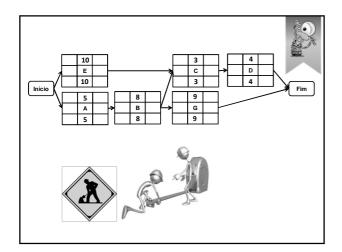




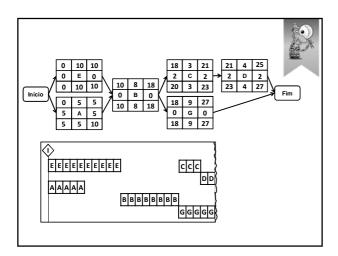


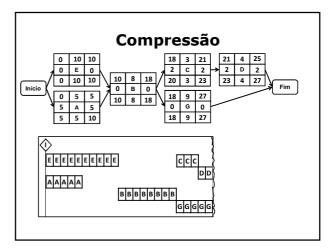
- O caminho crítico é I>A>B>G, pois a folga é 0
- O caminho quase crítico é
 I>A>B>C>D, pois tem folga de 2

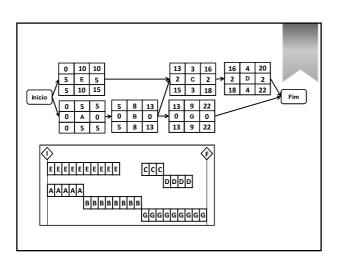


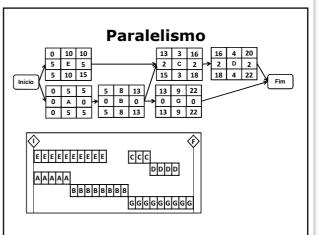




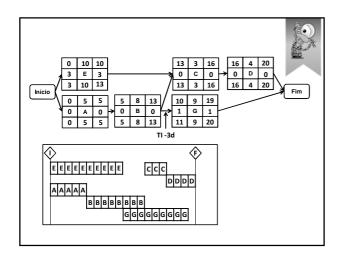


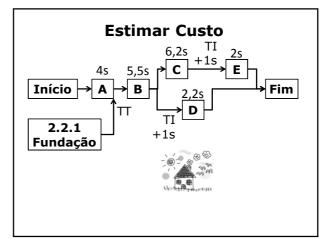


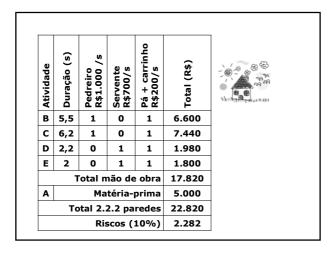


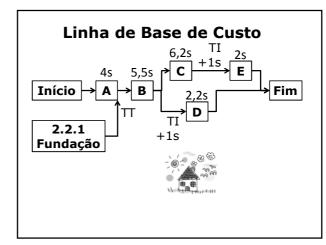


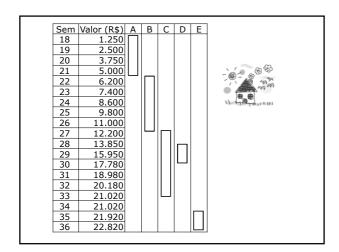


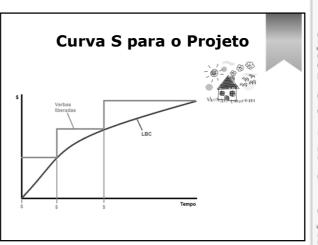








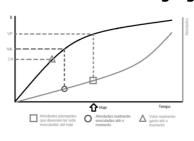






Controle de Cronograma e Custos

Análise do Valor Agregado – EX1





Síntese

- Definir e sequenciar atividades
- Estimar recursos e duração
- Criar cronograma
- Determinar custos e criar a linha de base de custos
- Controle do cronograma e custos