Project Scheduling in a project refers to roadmap of all activities to be done with specified order and within time slot allotted to each activity. Project managers tend to define various tasks, and project milestones and arrange them keeping various factors in mind. They look for tasks lie in critical path in the schedule, which are necessary to complete in specific manner (because of task interdependency) and strictly within the time allocated. Arrangement of tasks which lies out of critical path are less likely to impact over all schedule of the project.

For scheduling a project, it is necessary to:

• Break down the project tasks into smaller, manageable form. For this project, the major work divisions include:

o Planning/Research:

§ Tools available to determine behavior from an executable

§ Basic behavior of the original executable

o Design:

§ Design to quarantine malicious segments

§ Design for modification to behavior

o Development

o Testing

o Preparing Final Artifacts for Delivery

• Find out various tasks and correlate them

• Estimate time frame required for each task

• Divide time into work-units

• Assign adequate number of work-units for each task

• Calculate total time required for the project from start to finish Here is an example of a very simplified Gantt Chart: