~~Direct cost is directly dependent~~

Earliest Start time (Ei)

It is the earliest possible time when an activity can begin assuming that all of the preceding activities have also started at their earliest starting time.

Latest event time (L)

This indicates the time by which all activities entering into that event must be completed w/o delaying completion of the project.

Total Float

It refers to the amount of time by which the completion of an activity could be delayed beyond the earliest expected completion time w/o affecting the overall project duration time.

Free Float

The time by which the completion of an activity can be delayed beyond the earliest finish time w/o affecting the earliest Start of a Succeeding activity.

Direct Cost → It is directly dependent on the amount of resources in the execution of individual activities. The direct cost increases if the activity duration is to be reduced.

Indirect Cost → This cost is associated with overhead expenses such as managerial services indirect Supplies etc. The indirect cost in counted on a perday perweek or permonth basis.

The indirect cost decreases if the activity duration decreases.

Crashing of two project Network

Activity	Normal time	Crash time	Normal Cost (Rs)	Crash Cost (Rs)
1-2	7	4	700	850
1-3	5	3	500	700
1-4	8	5	600	1200
2-5	9	7	800	1250