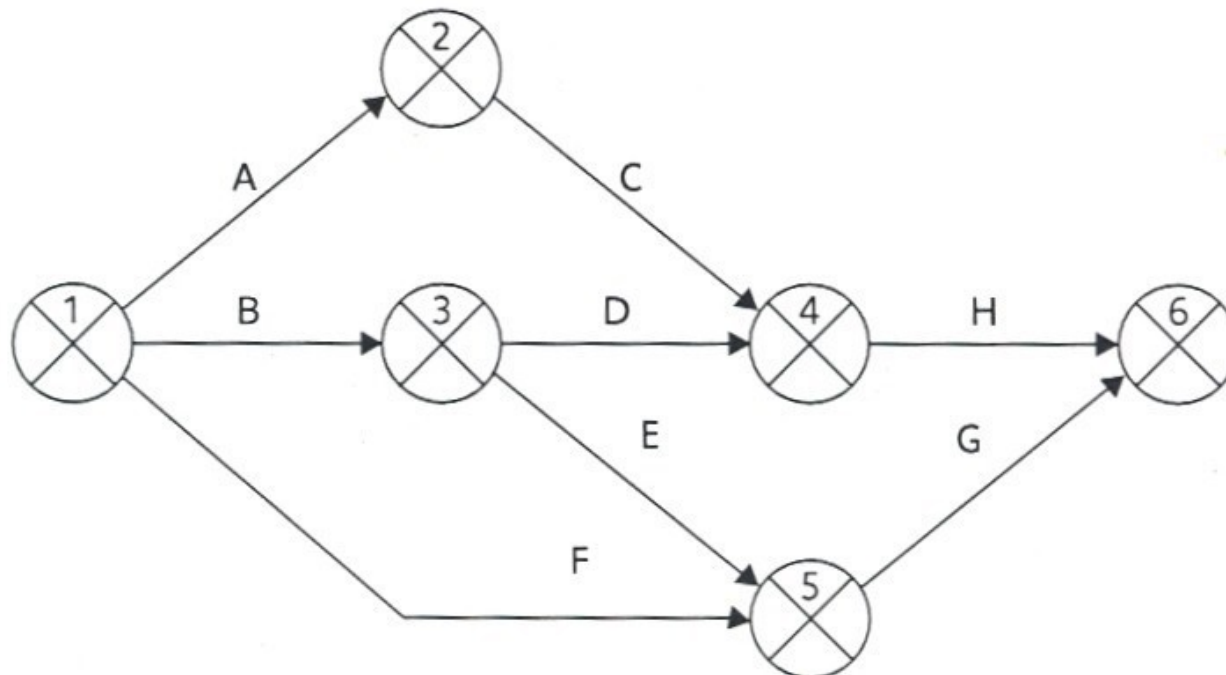


# Activity-On-Arrow Network

- Links or arrows represent **activities**.
- Nodes represents **events**.



# Activity-On-Arrow (cont'd)

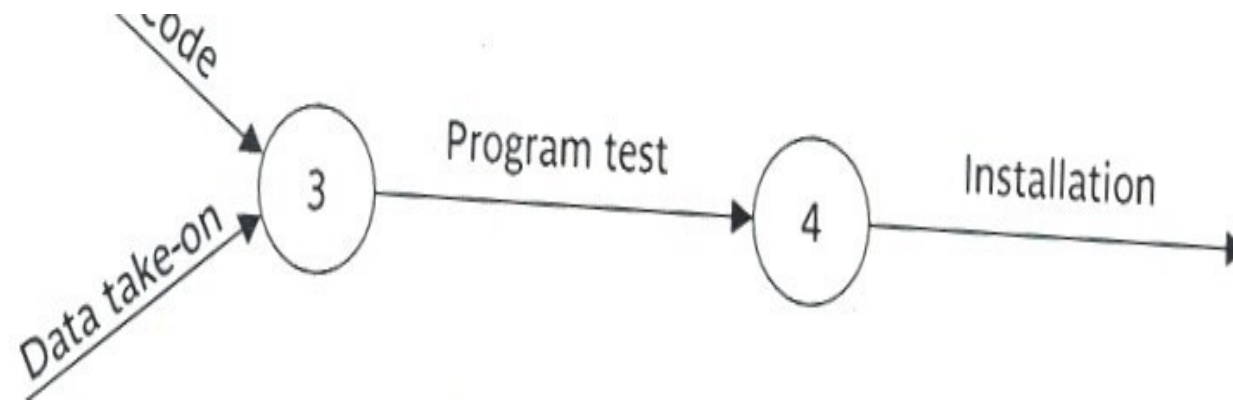
## Rules and Conventions

- A project network may have one start node.
- A project network may have only one end node.
- A link has duration.
- Nodes have no duration.
  - Nodes are events.
    - The source node.
    - The sink node.
    - The intermediate nodes.

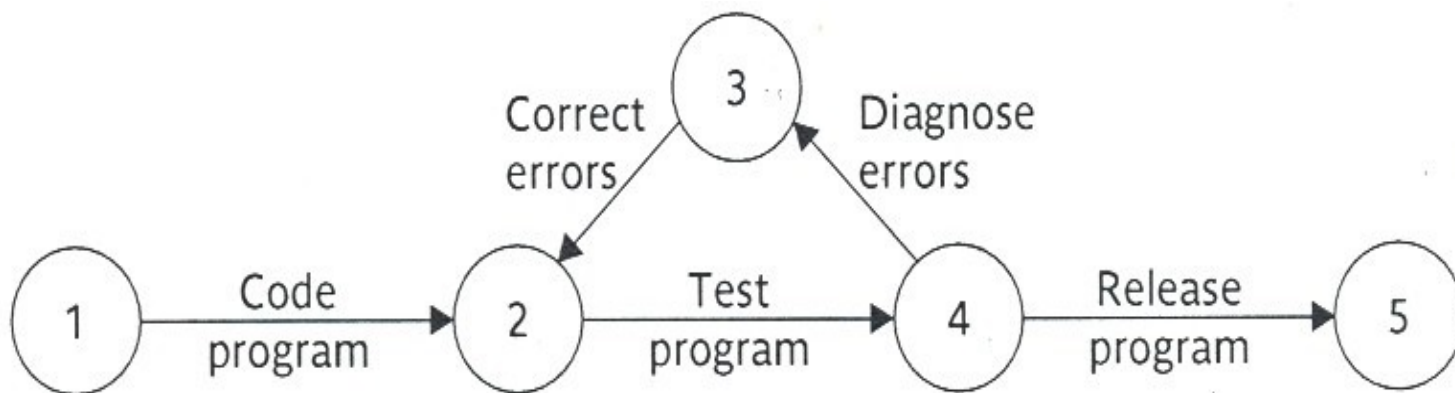
# Activity-On-Arrow (cont'd)

- Time moves from left to right.
- Nodes are numbered sequentially.
- A network may not contain Loops.
- A network may not contain dangles.

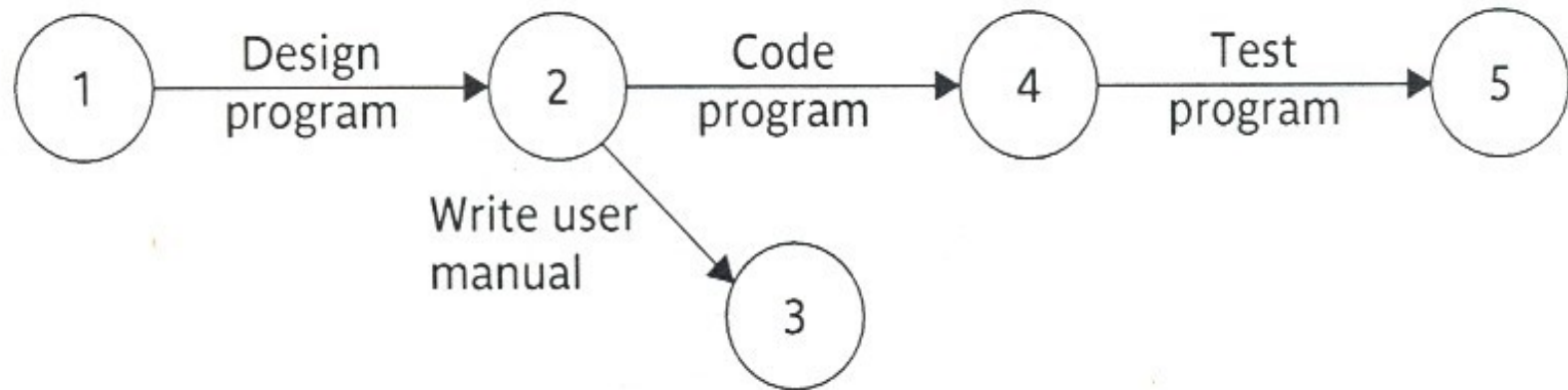
## Sequential numbering



## A loop

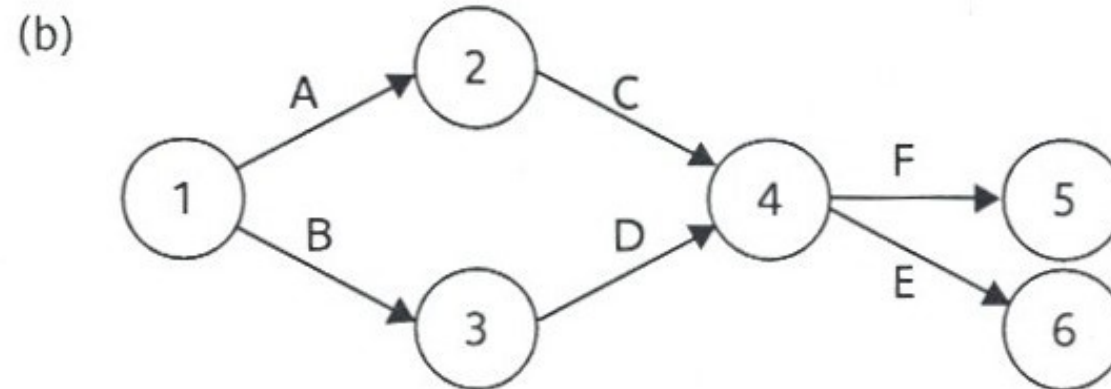
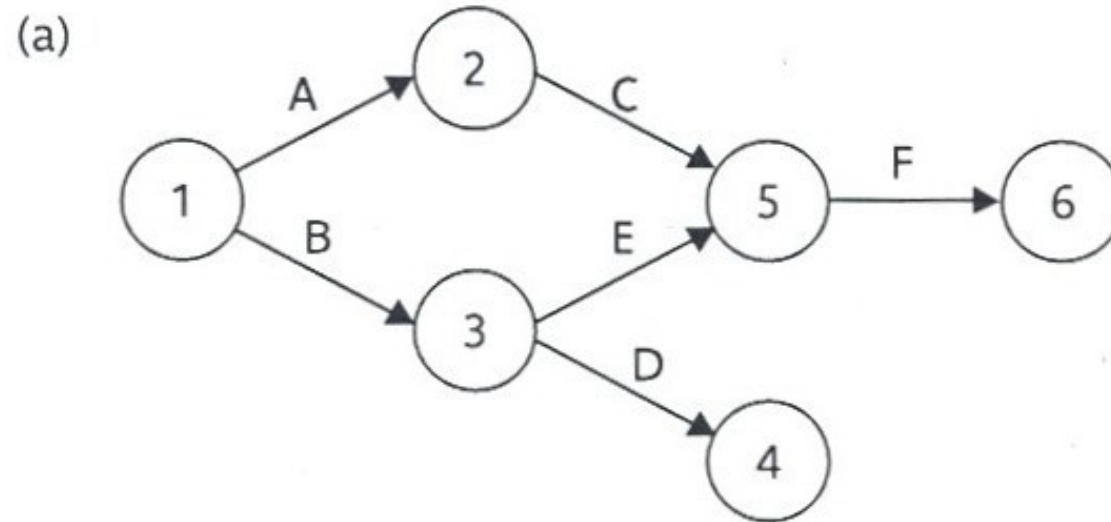


## A Dangle



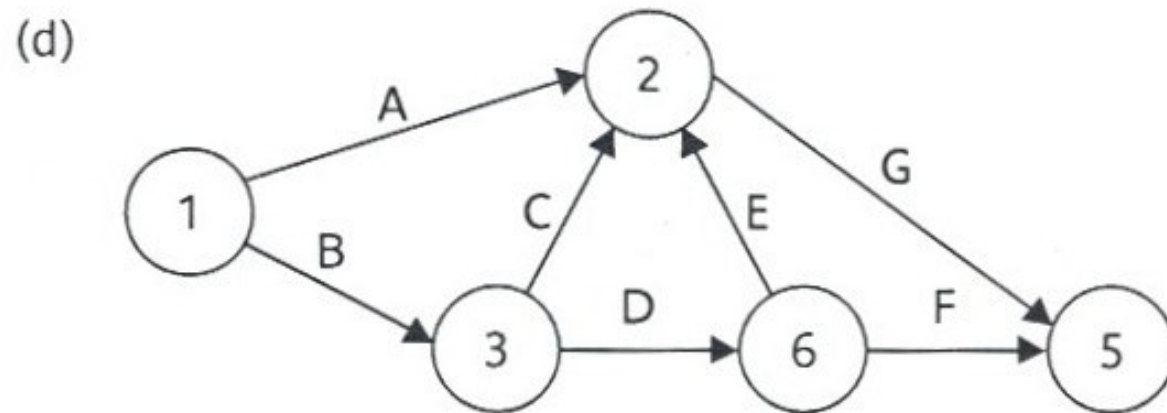
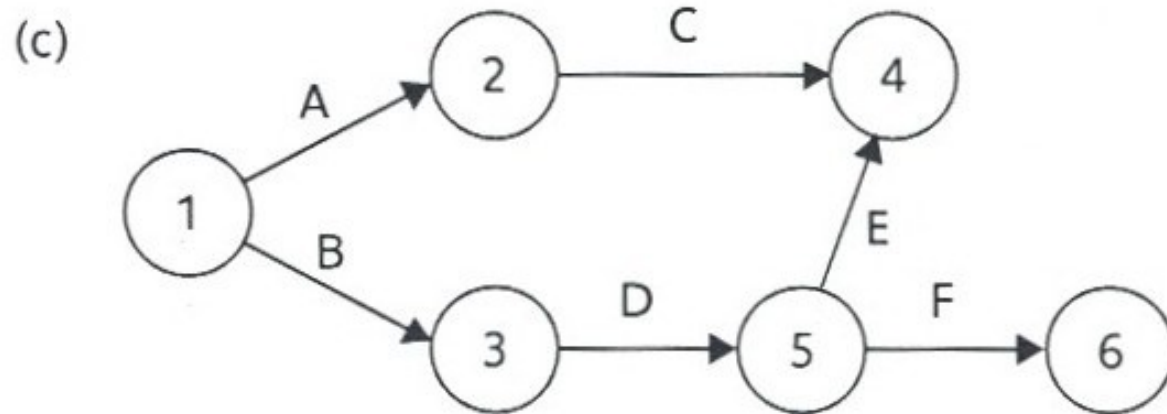
# Exercise

what is wrong with the following?



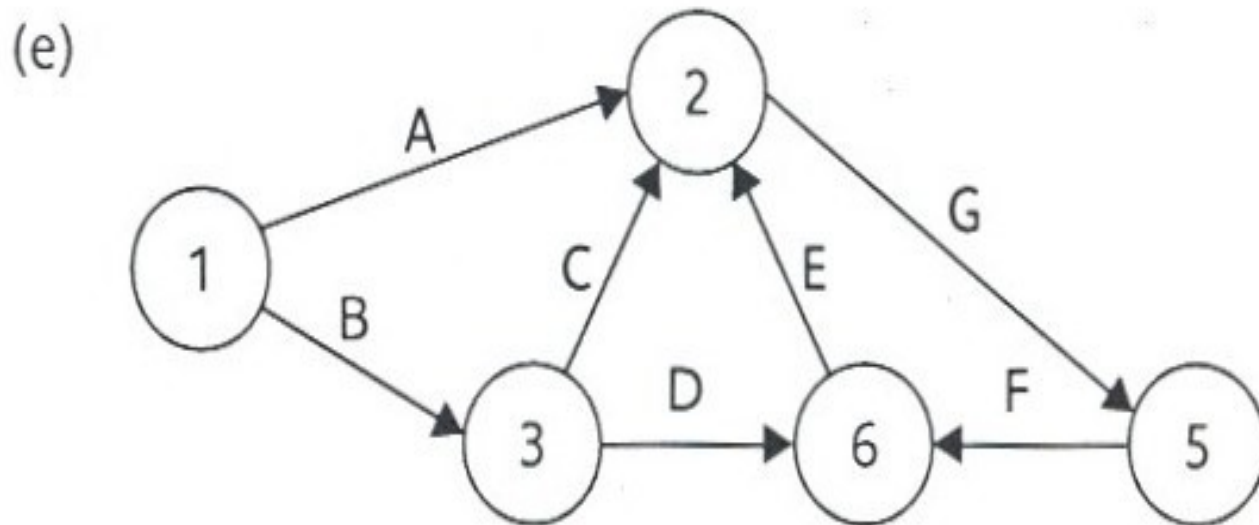
# Exercise

what is wrong with the following



# Exercise

what is wrong with the following

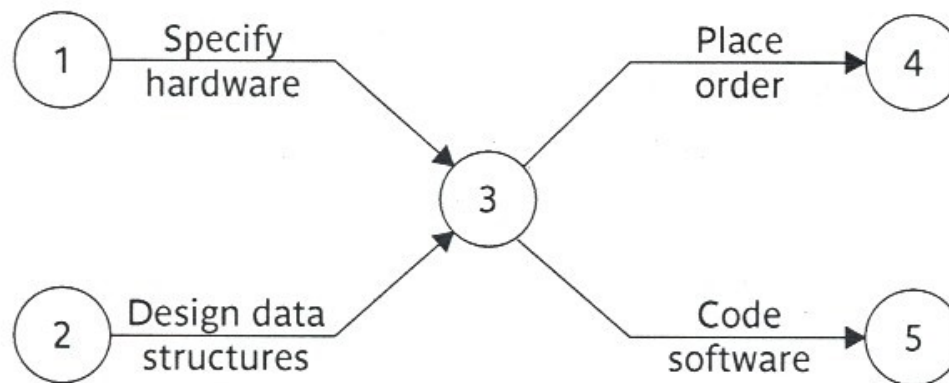




# Dummy Activities

Suppose that in a project,

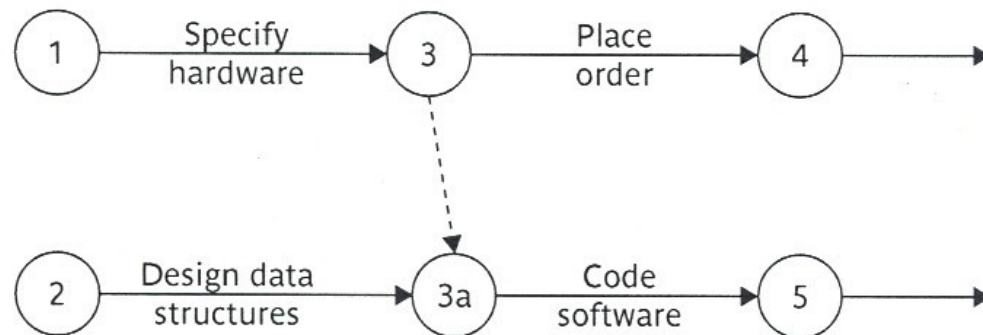
- **Before you can start “coding the software” you need to:**
  - “Specify the hardware”.
  - “Design data structures”.
- **Before placing an order you only need to:**
  - “Specify the hardware”.



**A logical error**

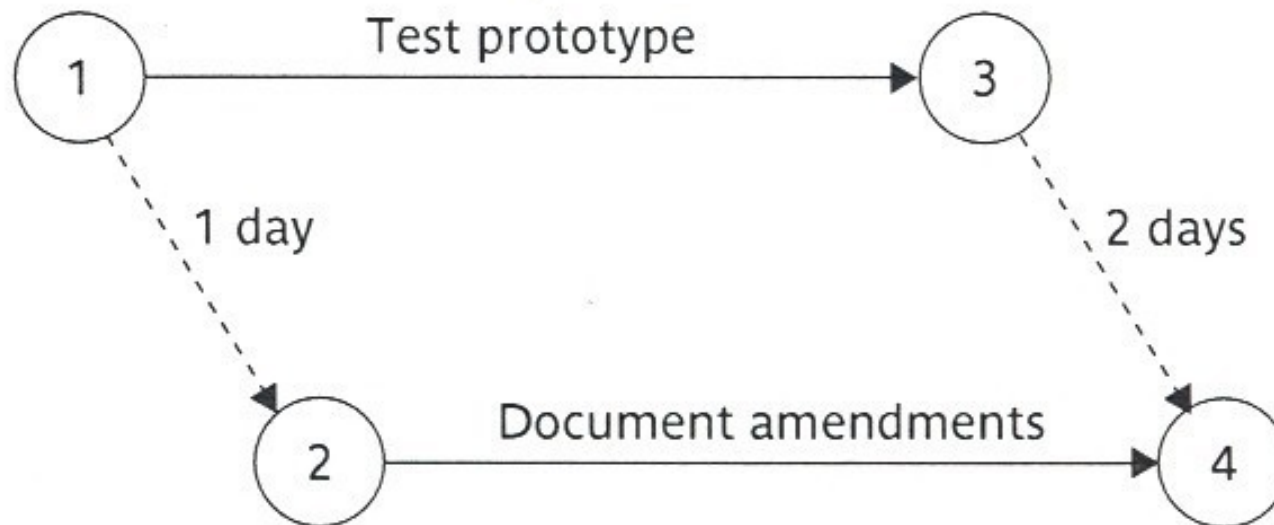
# Dummy Activities

- **Resolving the error using a dummy activity.**
- **Dummy activities:**
  - **Are used to aid in the layout of network drawings.**



# Lagged Activities

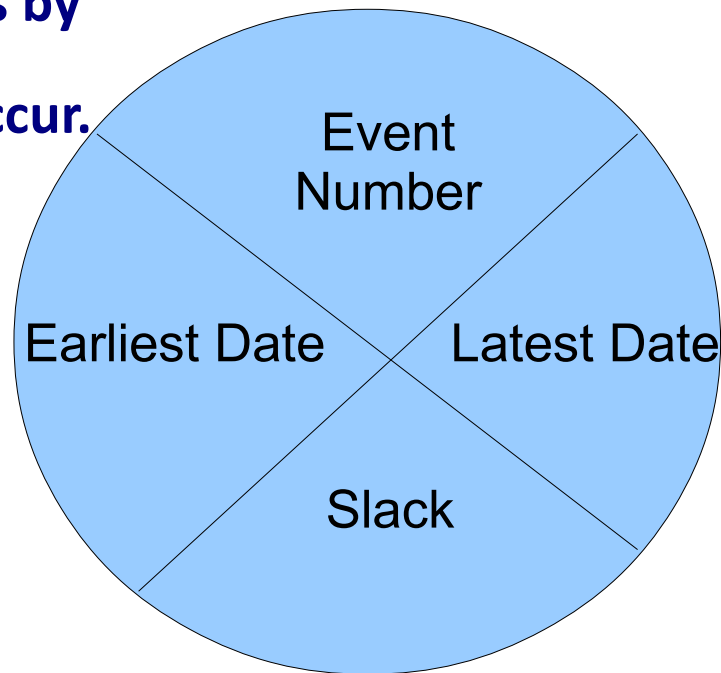
We represent lagged activities with a pair of dummy activities.



# Activity Labeling

**Divide the node circle into quadrants:**

- **Event number**
- **Earliest and latest dates by which the event will occur.**
- **slack**



# Network Analysis

**The Forward Pass:** it is carried out to calculate:

- the earliest date on which each event may be achieved and
- the earliest dates on which each activity may be started and completed.
- **The earliest date for an event** is the earliest date by which all activities upon which it depends can be completed.

# Network Analysis (cont'd)

- **The Backward Pass:** The second stage is to carry out a backward pass to calculate:
  - the latest date at which each event may be achieved, and
  - each activity started and finished , without delaying the end date of the project.
- **The latest date for an event** is the latest date by which all immediately following activities must be started for the project to be completed on time.
- **The Slack** is the difference between the latest date and the earliest date for an event.

# Network Analysis (cont'd)

The critical path in the activity-on-arrow network is:

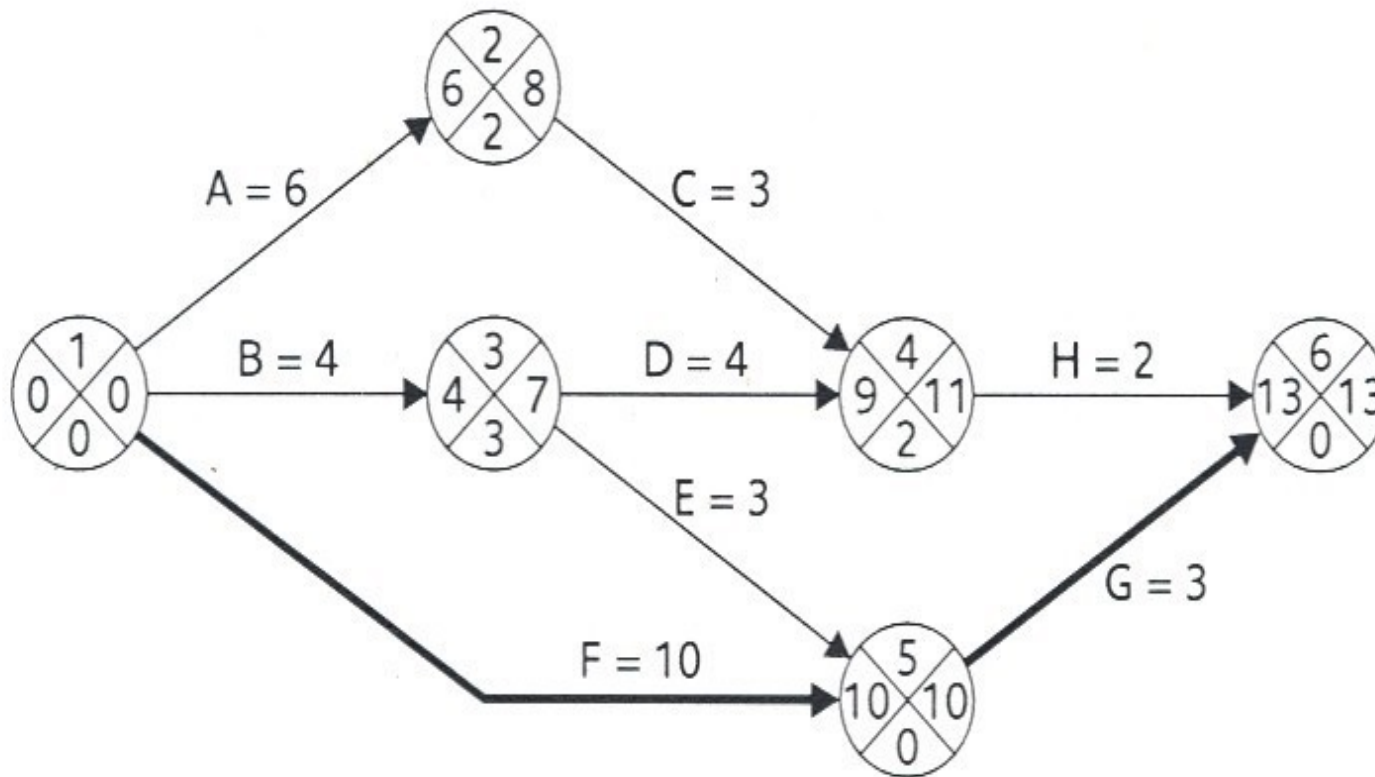
- The path joining all nodes with a “zero” slack.
- The longest path through the network.

# Example

Activity	Duration (weeks)	Precedents
A Hardware selection	6	
B System configuration	4	
C Install hardware	3	A
D Data migration	4	B
E Draft office procedures	3	B
F Recruit staff	10	
G User training	3	E, F
H Install and test system	2	C, D



# Activity-on-Arrow Network. CPM Network



**The project duration is: 13 weeks.**