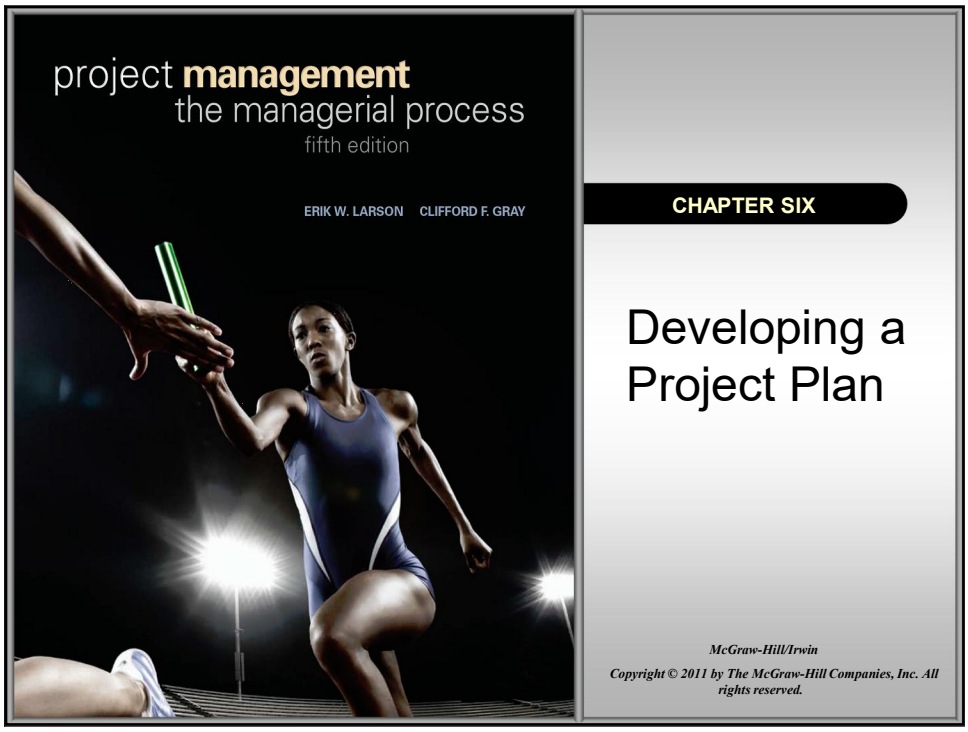
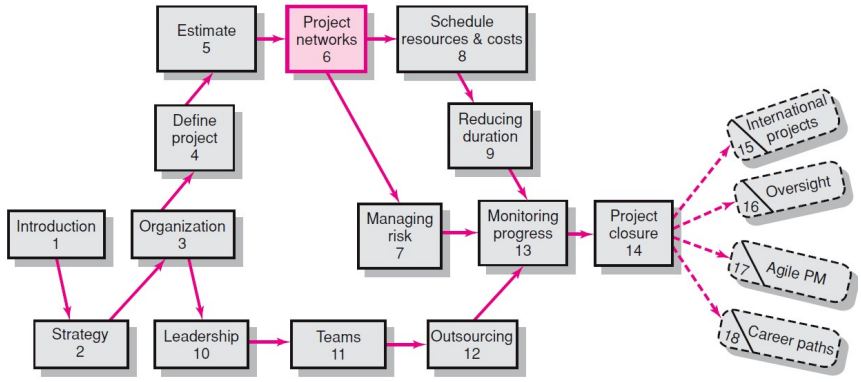


CHAPTER SIX

Developing a Project Plan

Where We Are Now



Developing the Project Plan

- The Project Network
  - –A flow chart that graphically depicts the sequence, interdependencies, and start and finish times of the project job plan of activities that is the ***critical path*** through the network.
    - Provides the basis for scheduling labor and equipment.
    - Enhances communication among project participants.
    - Provides an estimate of the project's duration.
    - Provides a basis for budgeting cash flow.
    - Identifies activities that are critical.
    - Highlights activities that are "critical" and can not be delayed.
    - Help managers get and stay on plan.

6–3

WBS/Work Packages to Network

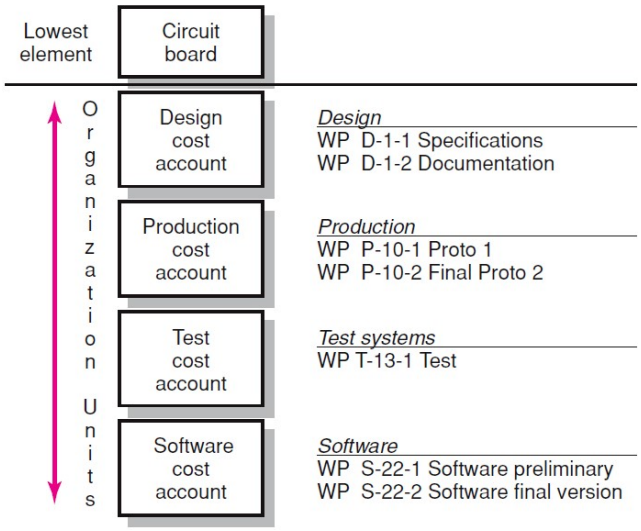


FIGURE 6.1

6–4

WBS/Work Package to Network (cont'd)

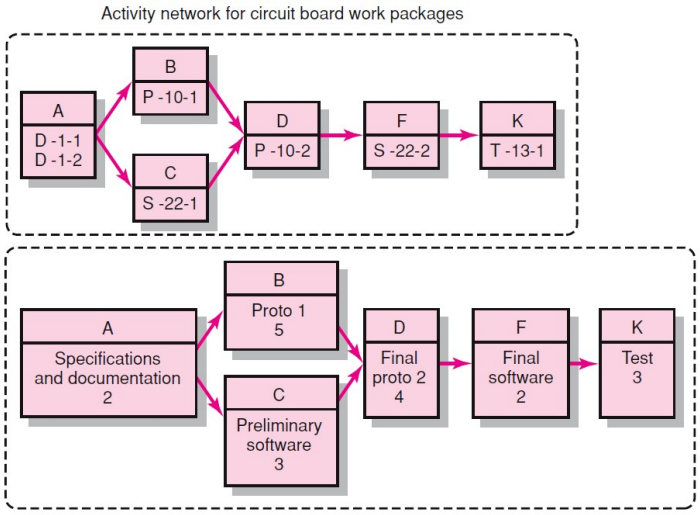
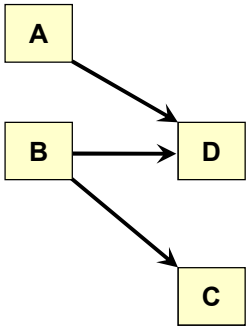


FIGURE 6.1 (cont'd)

6–5

Constructing a Project Network

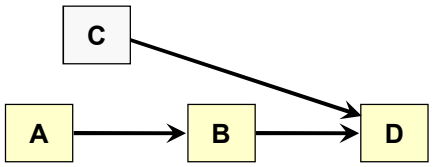
- Terminology
  - **Activity:** an element of the project that requires time.
  - **Merge Activity:** an activity that has two or more preceding activities on which it depends.
  - **Parallel (Concurrent) Activities:** Activities that can occur independently and, if desired, not at the same time.



6–6

Constructing a Project Network (cont'd)

- Terminology
  - **Path:** a sequence of connected, dependent activities.
  - **Critical path:** the longest path through the activity network that allows for the completion of all project-related activities; the shortest expected time in which the entire project can be completed. Delays on the critical path will delay completion of the entire project.

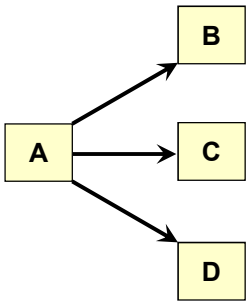


(Assumes that minimum of A + B > minimum of C in length of times to complete activities.)

6–7

Constructing a Project Network (cont'd)

- Terminology
  - **Event:** a point in time when an activity is started or completed. It does not consume time.
  - **Burst Activity:** an activity that has more than one activity immediately following it (more than one dependency arrow flowing from it).
- Two Approaches
  - Activity-on-Node (AON)
    - Uses a node to depict an activity.
  - Activity-on-Arrow (AOA)
    - Uses an arrow to depict an activity.



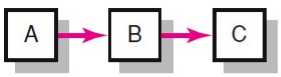
6–8

Basic Rules to Follow in Developing Project Networks

1. Networks typically flow from left to right.
2. An activity cannot begin until all preceding connected activities are complete.
3. Arrows indicate precedence and flow and can cross over each other.
4. Each activity must have a unique identify number that is greater than any of its predecessor activities.
5. Looping is not allowed.
6. Conditional statements are not allowed.
7. Use common start and stop nodes.

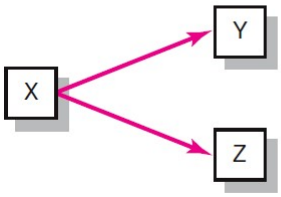
6–9

Activity-on-Node Fundamentals



A is preceded by nothing
B is preceded by A
C is preceded by B

(A)



Y and Z are preceded by X

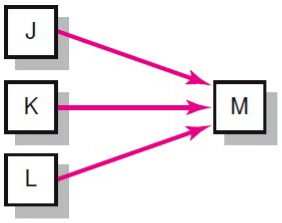
Y and Z can begin at the same time, if you wish

(B) X is a burst activity

FIGURE 6.2

6–10

Activity-on-Node Fundamentals (cont'd)

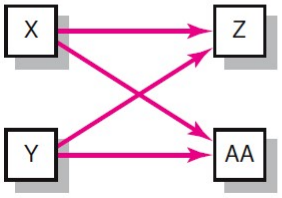


J, K, & L can all begin at the same time, if you wish (they need not occur simultaneously)

but

All (J, K, L) must be completed before M can begin

(C) M is a merge activity



Z is preceded by X and Y

AA is preceded by X and Y

(D)

FIGURE 6.2 (cont'd)

6–11

Network Information

KOLL BUSINESS CENTER
County Engineers Design Department

Activity	Description	Preceding Activity
A	Application approval	None
B	Construction plans	A
C	Traffic study	A
D	Service availability check	A
E	Staff report	B, C
F	Commission approval	B, C, D
G	Wait for construction	F
H	Occupancy	E, G

TABLE 6.1

6–12

Koll Business Center—Partial Network

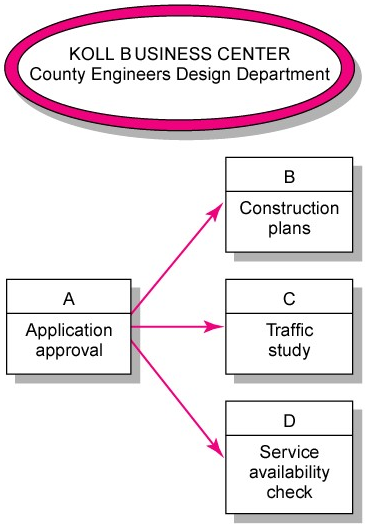


FIGURE 6.3

6–13

Koll Business Center—Complete Network

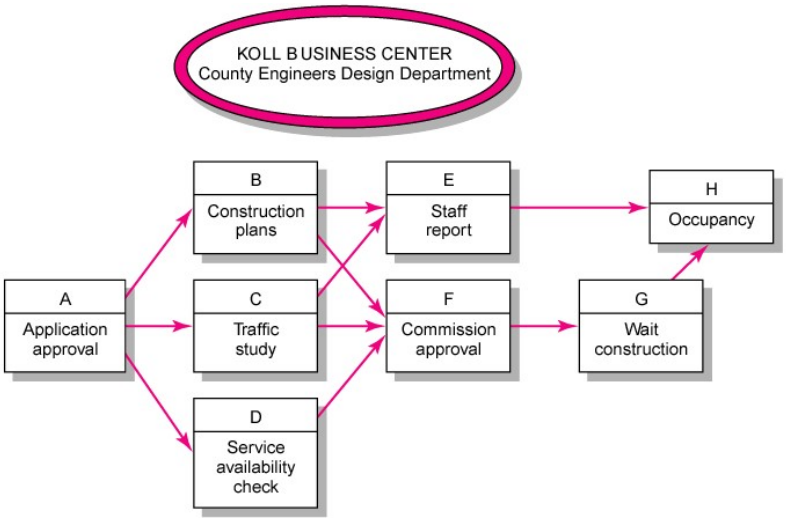


FIGURE 6.4

6–14

Network Computation Process

- Forward Pass—Earliest Times
  - –How soon can the activity start? (early start—ES)
  - –How soon can the activity finish? (early finish—EF)
  - –How soon can the project finish? (expected time—ET)
- Backward Pass—Latest Times
  - –How late can the activity start? (late start—LS)
  - –How late can the activity finish? (late finish—LF)
  - –Which activities represent the critical path?
  - –How long can activity be delayed? (slack or float—SL)

6–15

Network Information

KOLL BUSINESS CENTER
County Engineers Design Department

Activity	Description	Preceding Activity	Activity Time
A	Application approval	None	5
B	Construction plans	A	15
C	Traffic study	A	10
D	Service availability check	A	5
E	Staff report	B, C	15
F	Commission approval	B, C, D	10
G	Wait for construction	F	170
H	Occupancy	E, G	35

TABLE 6.2

6–16

Activity-on-Node Network

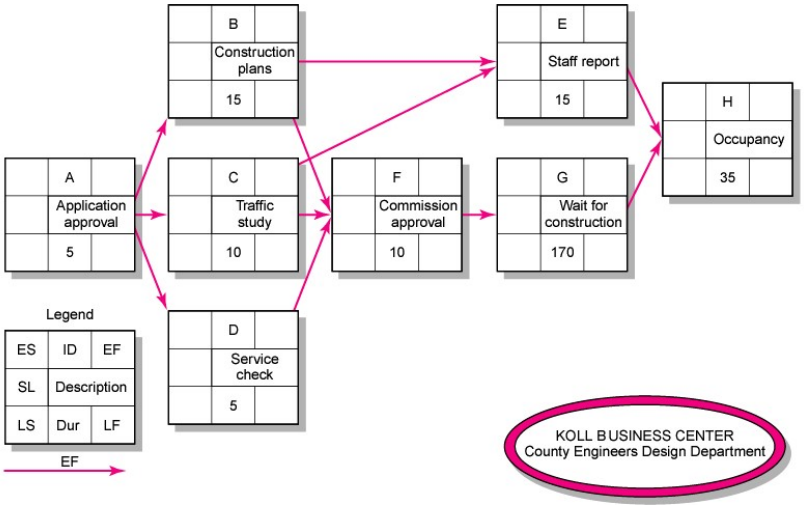


FIGURE 6.5

6–17

Activity-on-Node Network Forward Pass

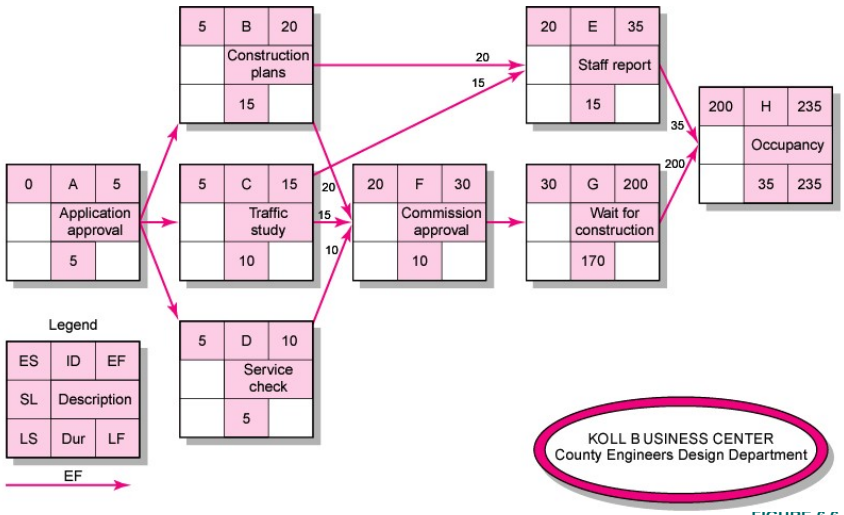


FIGURE 6.6

6–18

Forward Pass Computation

- Add activity times along each path in the network (ES + Duration = EF).
- Carry the early finish (EF) to the next activity where it becomes its early start (ES) ***unless…***
- The next succeeding activity is a merge activity, in which case the largest EF of all preceding activities is selected.

6–19

Activity-on-Node Network Backward Pass

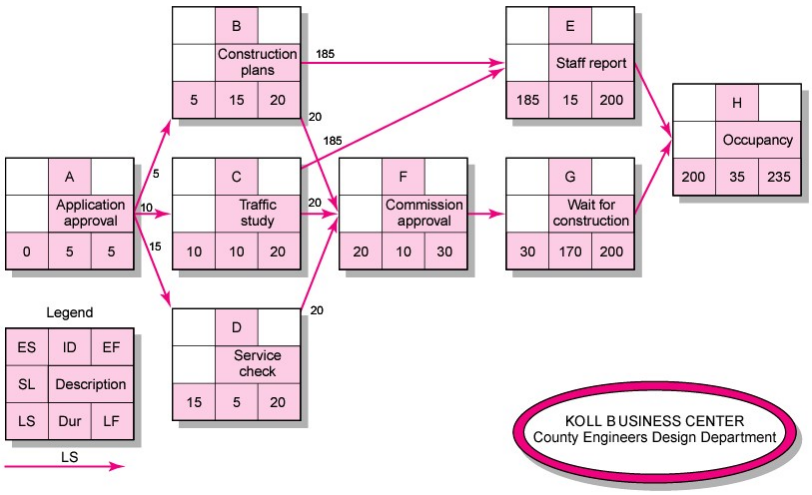


FIGURE 6.7

6–20

Backward Pass Computation

- Subtract activity times along each path in the network (LF - Duration = LS).
- Carry the late start (LS) to the next activity where it becomes its late finish (LF) ***unless***
- The next succeeding activity is a burst activity, in which case the smallest LF of all preceding activities is selected.

6–21

Determining Free Slack (or Float)

- Free Slack (or Float)
  - Is the amount of time an activity can be delayed after the start of a longer parallel activity or activities.
  - Is how long an activity can exceed its early finish date without affecting early start dates of any successor(s).
  - Allows flexibility in scheduling scarce resources.
- Sensitivity
  - The likelihood the original critical path(s) will change once the project is initiated.
  - The critical path is the network path(s) that has (have) the least slack in common.

6–22

Activity-on-Node Network with Slack

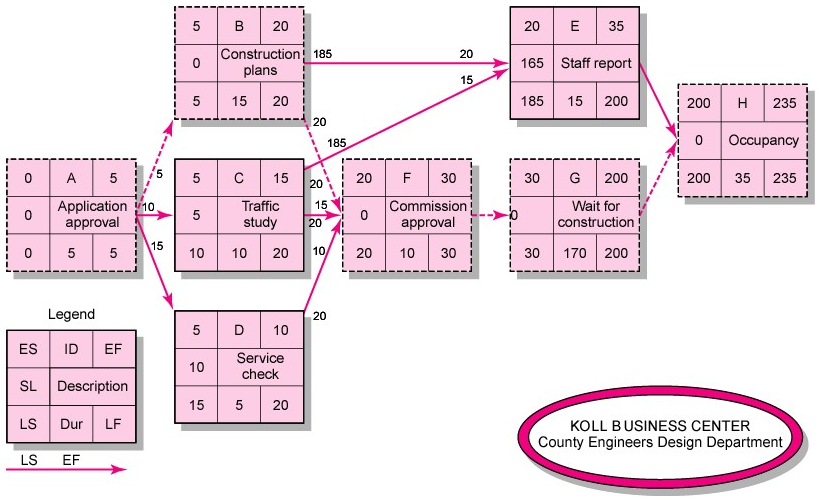


FIGURE 6.8

Free Slack Example

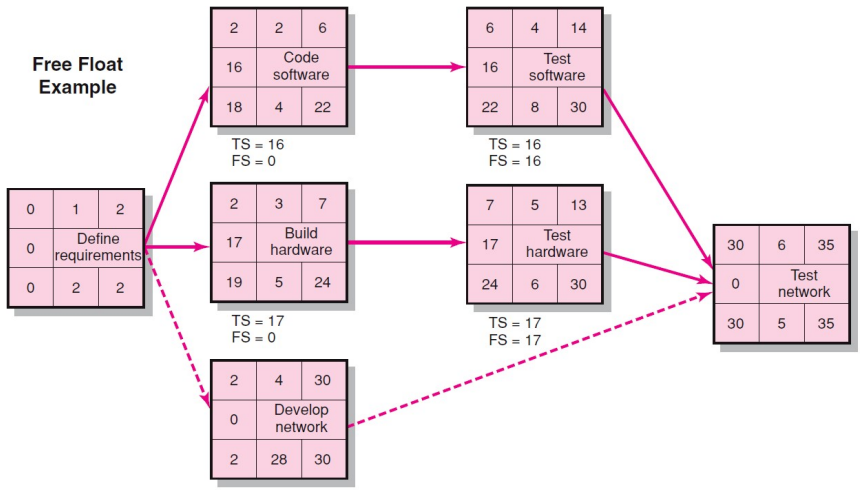
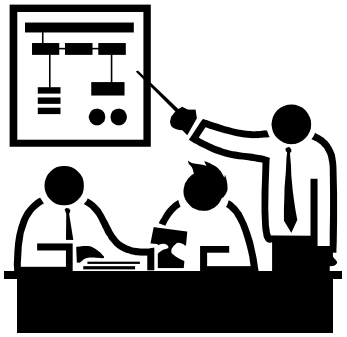


FIGURE 6.9

Practical Considerations

- Network Logic Errors
- Activity Numbering
- Use of Computers to Develop Networks
- Calendar Dates
- Multiple Starts and Multiple Projects



6–25

Illogical Loop

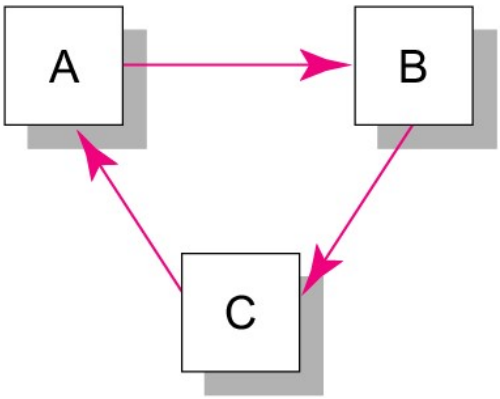


FIGURE 6.10

6–26

Air Control Project—Network Diagram

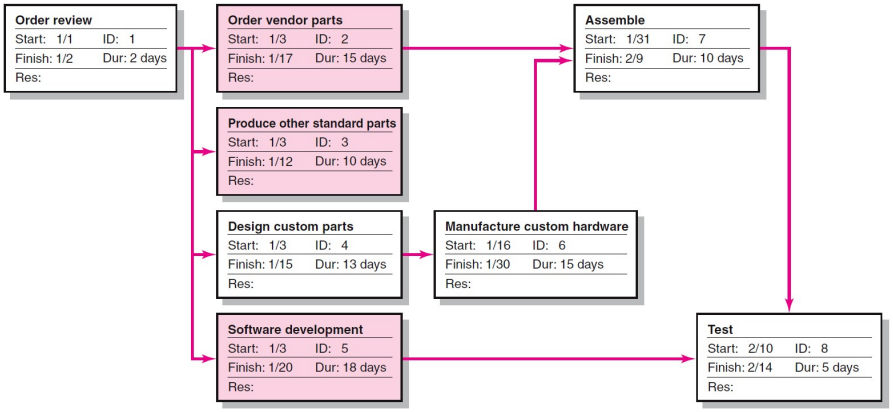


FIGURE 6.11

6–27

Air Control Project—Gantt Chart

ID	Duration	Task Name	Start	Finish	Late Start	Late Finish	Free Slack	Total Slack
1	2 days	Order review	Tue 1/1	Wed 1/2	Tue 1/1	Wed 1/2	0 days	0 days
2	15 days	Order vendor parts	Thu 1/3	Thu 1/17	Wed 1/16	Wed 1/30	13 days	13 days
3	10 days	Produce other standard parts	Thu 1/3	Sat 1/12	Mon 1/21	Wed 1/30	18 days	18 days
4	13 days	Design custom parts	Thu 1/3	Tue 1/15	Thu 1/3	Tue 1/15	0 days	0 days
5	18 days	Software development	Thu 1/3	Sun 1/20	Wed 1/23	Sat 2/9	20 days	20 days
6	15 days	Manufacture custom hardware	Wed 1/16	Wed 1/30	Wed 1/16	Wed 1/30	0 days	0 days
7	10 days	Assemble	Thu 1/31	Sat 2/9	Thu 1/31	Sat 2/9	0 days	0 days
8	5 days	Test	Sun 2/10	Thu 2/14	Sun 2/10	Thu 2/14	0 days	0 days

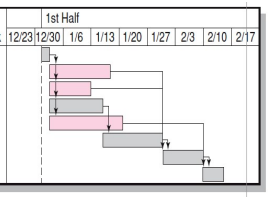


FIGURE 6.12

6–28

Extended Network Techniques to Come Close to Reality

- Laddering
  - –Activities are broken into segments so the following activity can begin sooner and not delay the work.
- Lags
  - –The minimum amount of time a dependent activity must be delayed to begin or end.
    - Lengthy activities are broken down to reduce the delay in the start of successor activities.
    - Lags can be used to constrain finish-to-start, start-to-start, finish-to-finish, start-to-finish, or combination relationships.

6–29

Example of Laddering Using Finish-to-Start Relationship

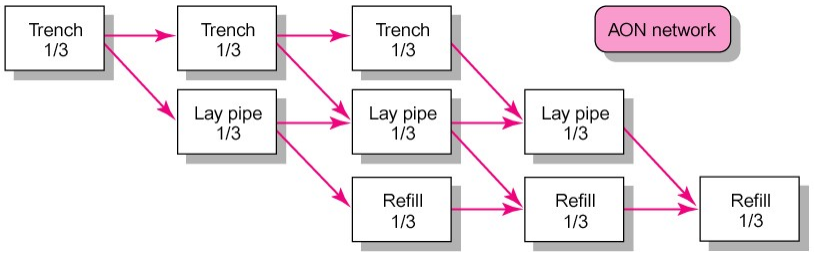


FIGURE 6.13

6–30

Use of Lags

Finish-to-Start Relationship

FIGURE 6.14

Start-to-Start Relationship

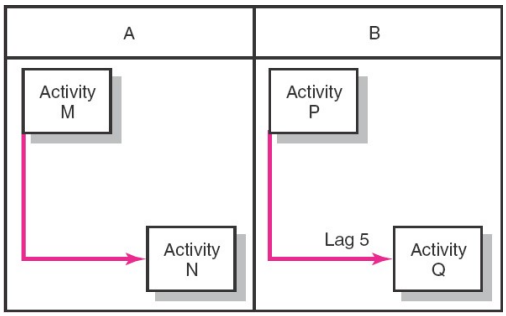


FIGURE 6.15

6–31

Use of Lags Cont'd

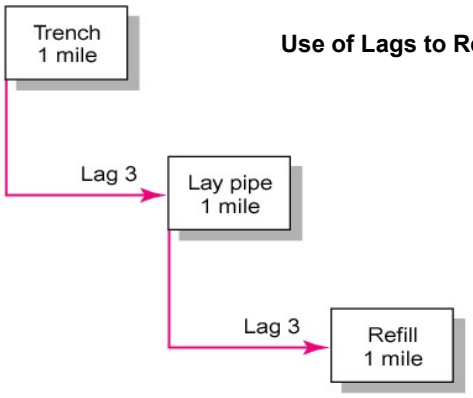


FIGURE 6.16

6–32

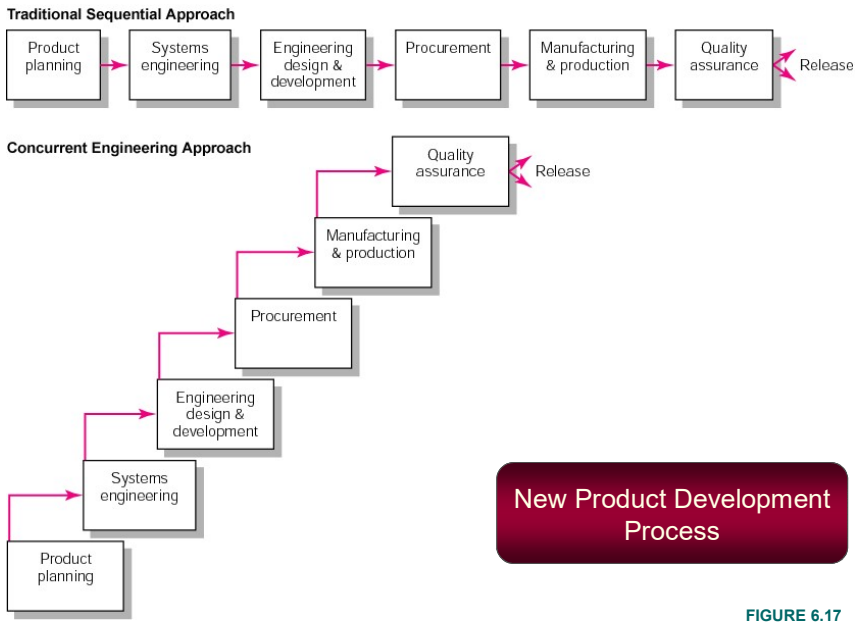
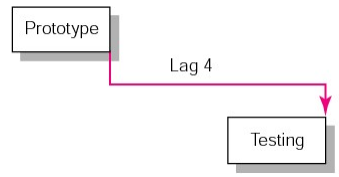


FIGURE 6.17

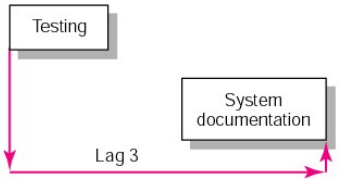
6–33

Use of Lags (cont'd)



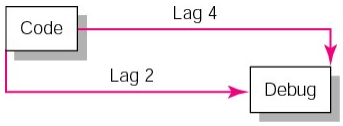
Finish-to-Finish Relationship

FIGURE 6.18



Start-to-Finish Relationship

FIGURE 6.19



Combination Relationship

FIGURE 6.20

6–34

Network Using Lags

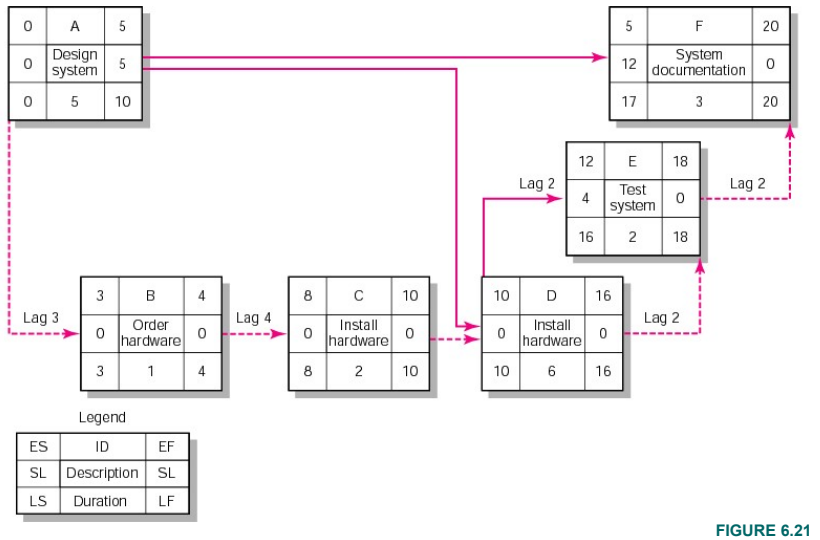


FIGURE 6.21

6–35

Hammock Activities

- Hammock Activity
  - –An activity that spans over a segment of a project.
  - –Duration of hammock activities is determined after the network plan is drawn.
  - –Hammock activities are used to aggregate sections of the project to facilitate getting the right amount of detail for specific sections of a project.

6–36

Hammock Activity Example

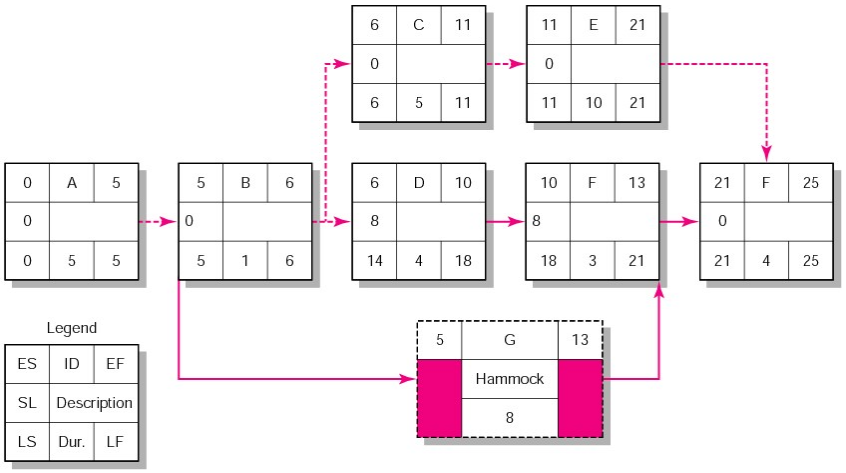


FIGURE 6.22

Key Terms

Activity
Activity-on-arrow (AOA)
Activity-on-node (AON)
Burst activity
Concurrent engineering
Critical path
Early and late times
Gantt chart
Hammock activity
Lag relationship
Merge activity
Network sensitivity
Parallel activity
Slack/float—total and free

Activity-on-Arrow Network Building Blocks

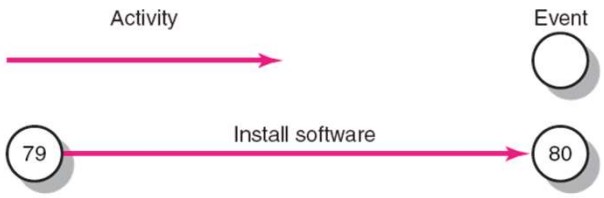


FIGURE A6.1

6–39

Activity-on-Arrow Network Fundamentals

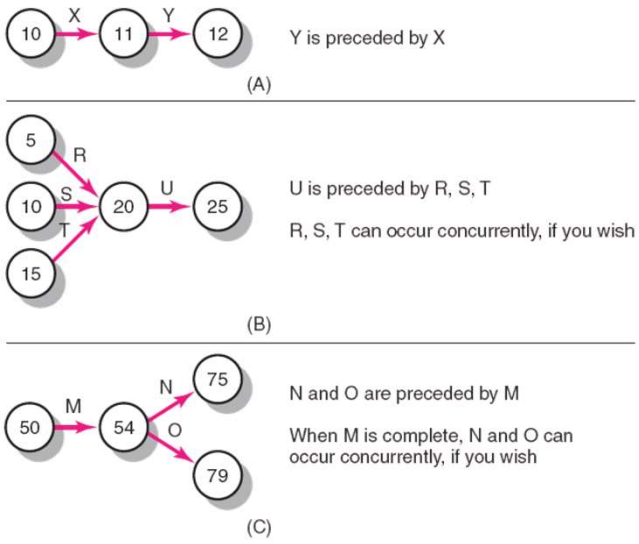


FIGURE A6.2

6–40