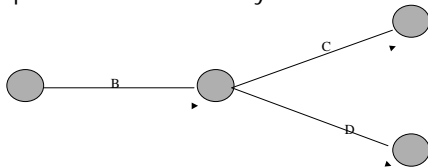## Logic of Network Diagramming

- The critical path method of project scheduling must adhere strictly to this format in order to be meaningful and effective.
- In order to draft this and read an arrow diagram in the light of the three fundamentals, certain ground rules have been developed; for example:
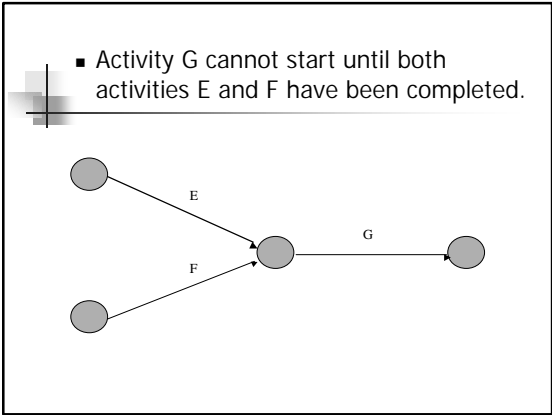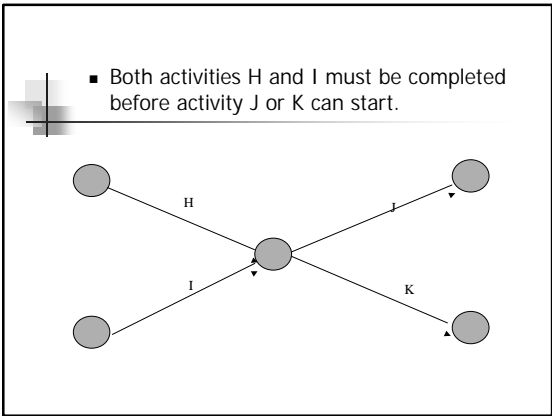
Examples
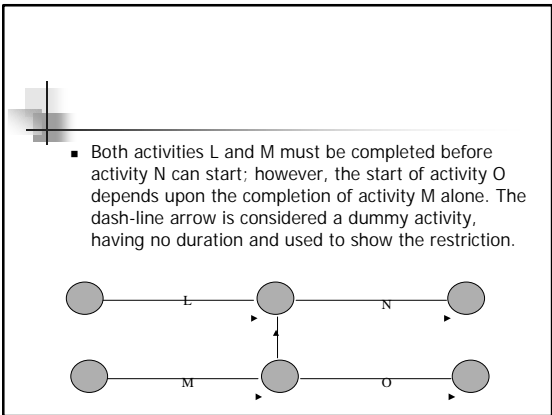
- Activity B cannot start until activity A is completed.

- Activity B is immediately followed by activities C and D, which may be performed concurrently.

- Activity G cannot start until both activities E and F have been completed.

- Both activities H and I must be completed before activity J or K can start.

- Both activities L and M must be completed before activity N can start; however, the start of activity O depends upon the completion of activity M alone. The dash-line arrow is considered a dummy activity, having no duration and used to show the restriction.

Precedence Relationships

Fab Frame — 3 Assemble Frame — 4 Install Cushion — 5 Install Cover — 6

Fab Springs — 2

1

Fab Cushion

Cut & Sew Fabric

Critical Path

Fab Frame
4

Assemble Frame
6

Install Cushion
2

Install Cover
1

0

Fab Springs
3

3

Fab Cushion
12

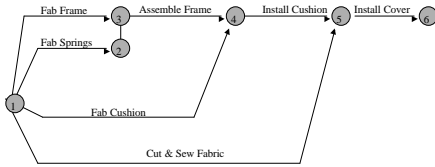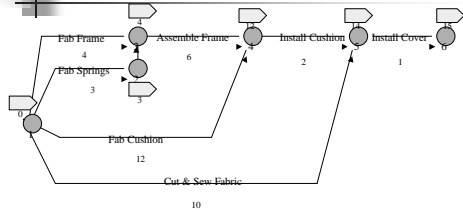Cut & Sew Fabric
10

Relationships

- The type of dependency between two tasks, visually indicated by a link line.
- Types of relationships include:
- Finish-to -Start
- Start-to-Start
- Finish-to-Finish
- Start-to-Finish
- These are also known as a link, a logical relationship, a task dependency, or a precedence relationship,

Relationships