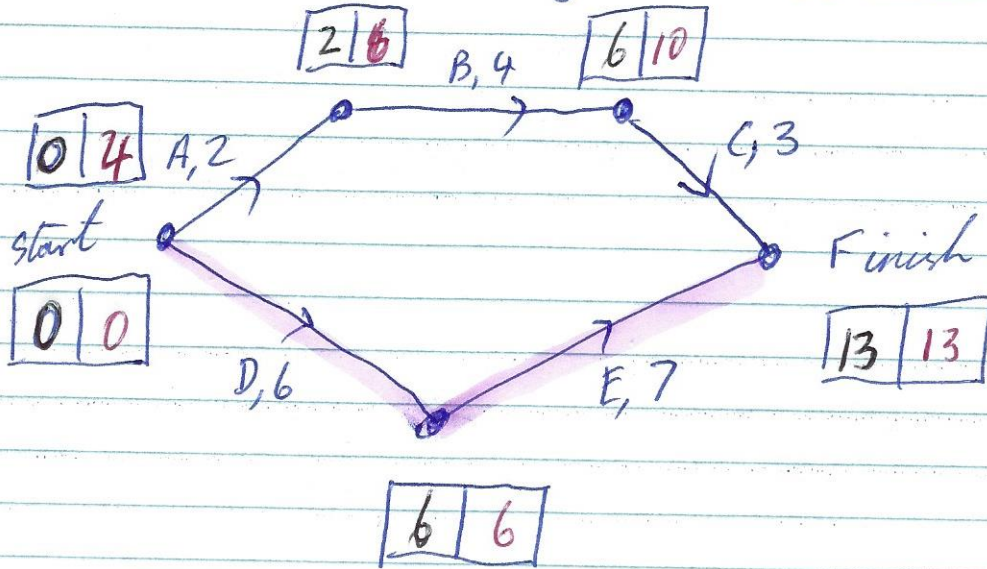


CRASHING.

Crashing is the changing of the conditions of a project to complete the project in a shorter time.

Consider the activity network below.



The Critical Path is D - E
Thus to decrease the time of the project either activity D or E must have their time reduced.
i.e. Crash the time.

Usually Crashing will come with a cost. More workers may need to be employed, over time paid, etc.

Example - Hand out.

Questions: Ex 15E Q^{ns} on WorkPlans.