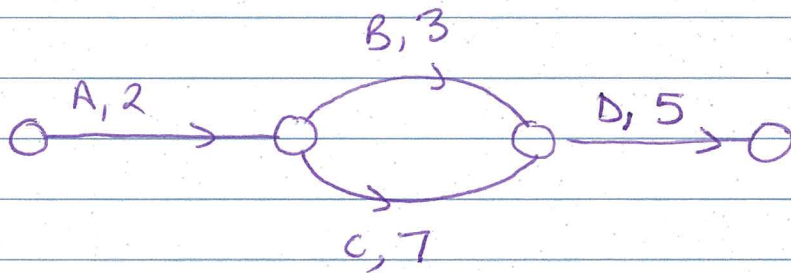


OK, I think this is making sense

Now what if we have a graph like this

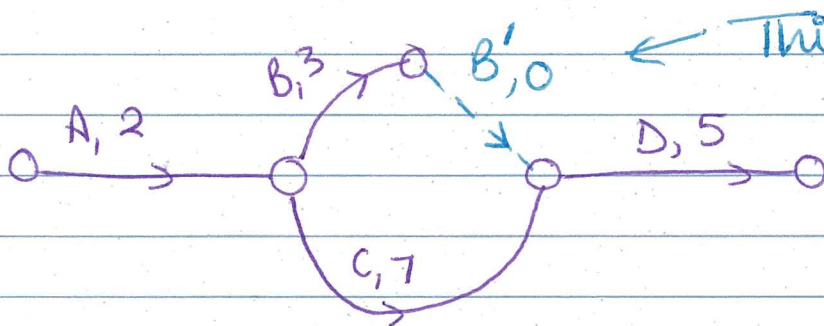


this says
B AND C
are predecessors
to D.

we have 2 nodes connected by 2 edges
(B & C) so we need to add a
DUMMY ACTIVITY to eliminate

this problem, otherwise NO CAN DO!

So we would redraw as:



← This is a DUMMY
ACTIVITY
Note: time
is 0

This does not affect anything else
- it just allows us to
avoid parallel edges

CRASHING this is a method of speeding
up completion time → by
shortening the critical path
↳ It changes the CRITICAL PATH