FAQ's

1. **What are the types of activities?**

   Normally an activity can be categorized into 4:

   1. Predecessor activity: the activity which immediately comes before another activity without any intervening activity.

   2. Successor activity: the activity which follows another activity without any intervening activities.

   3. Concurrent activity: Activities that can be carried out concurrently with another activity.

   4. Dummy Activity: It's a hypothetical activity and doesn't consume any kind of resource. It is represented by dotted lines and is inserted in network to clarify activity pattern under the following situations,

      - To make activities with common starting and finishing points distinguishable
      - To identify and maintain the proper relationship between activities that are nor connected by events
      - To bring all loose ends to a single initial to terminal event in networks

2. **State the rules to be followed while creating a network?**

      - Time flows from left to right
      - Head events always have a number higher than that of the tail events.
      - Simple dependency rule:
        - An event cant occur until all activities leading to it are complete
        - No activity can start until its tail event is reached.
        - In short no activity may start until all previous activities in the same chain are completed.
      - Logical sequencing and connection of activities

- Which activity must be completed before the start of a particular activity
- Which activity to follow
- Which activity can go simultaneously

3. What are the common errors in logical sequencing?

Looping / cycling error
Dangling (no end)
Redundancy (unnecessary dummy)

4. Explain Fulkerson rule.

Numbering should reflect logical sequences.

Following are the steps to be followed,

1) An initial event is one which has arrows coming out of it and none of the arrow entering in it. In a network there will be only one such event. Call it 1.
2) Delete all arrows coming out from event 1. This will give us at least one more initial event, number these as 2, 3, 4…
3) Delete all arrows from the numbered events , this creates new initial events, follow previous step
4) Continue till last event is numbered.