

Glossary

1. **PERT**
The Program Evaluation and Review Technique, is a statistical tool, used in project management that is designed to analyse and represent the tasks involved in completing a given project.
2. **Network**
Network is an arrangement of intersecting horizontal & vertical lines; a group or system of interconnected people or things.
3. **Randomness**
Randomness means different things in various fields; commonly, it means lack of pattern or predictability in events.
4. **Conjunction**
It's an instance of two or more events occurring at the same point in time or space.
5. **Critical Path**
It's the sequence of stages determining the minimum time needed for a complex operation.
6. **Performance Specification**
Written requirement that describes the functional performance criteria required for a particular equipment, material, or product.
7. **Slack**
The part of a rope or line not held taut; the loose or unused part.
8. **Simulates**
Simulate refers to imitate or reproduce the appearance, character or conditions.
9. **Predecessor**
A thing that has been followed or replaced by another; a person who held a job or office before the current holder.
10. **Preceded**
Come or go before in time, order or position.
11. **Milestone**
A significant stage or event in the development of something.
12. **Float**
Float refers to move slowly or hover in a liquid or in air; move in a casual or leisurely way.
13. **Lead Time**
It's a time between the initiation and completion of a production process.
14. **Lag**
Lag means falling behind; follow after a delay.
15. **Slack Time**
For an activity in a PERT or critical-path-method network, the difference between the latest possible completion time of each activity which will not delay the completion of the

overall project, and the earliest possible completion time, based on all predecessor activities.