



**PROJECT REPORT
IMPLEMENTATION OF CRITICAL PATH
ANALYSIS ON ANDROID OS**

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IMPLEMENTATION OF CRITICAL PATH ANALYSIS ON ANDROID OS

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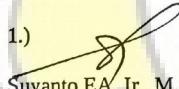
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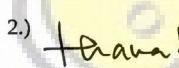
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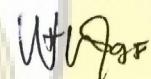
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ABSTRACT

Every project needs planning to get the maximal result such as minimal time and also minimal cost. Project has to be organized so that the project can get the maximal result and finished on time. Things that must be avoided in doing project is time delay in doing project. Then should be known which activity that take effect on finishing project that called critical path project management.

To know the critical path project management can be done using critical path method. Process in searching the critical path using critical path method consist of some steps, such as iteration, forward pass, backward pass, and determine the critical path. Would be easier in organized using application on Android Operating System. It will be created the implementation critical path method on Android, so that to organize project can be done anywhere and anytime.

Application to search the critical path project management will be showed on network diagram and gantt chart. And show the result of calculate the time required to finish the project.

Keyword: Critical Path Method, Network diagram, Project Management

PREFACE

This project report consists of six chapters. The first chapter contains the background of the project creation, the way to solve the problems, the scope and objective of this project. Chapter two contains the literature that use the same algorithm with this project, and explanation about the similarities and differences of this project.

Chapter three describes about the steps taken to complete the project, start from data analysis to the implementation and testing. Chapter four explains in detail about the steps to solve the problems using Critical Path Method. To perform data analysis and completed according to CPM until getting the final result and also contains use case diagram.

Chapter five explains about the implementation of data structure in programming and implementation of the GUI. The last chapter contains about the conclusion about this project and suggestions for further research.

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