**Terminology**

Here is a list of terms associated with PERT charts:

* **Nodes**are visual representations of milestones or events within the project. They are drawn as either numbered boxes or numbered circles.
* **Arrows**are visual representations of the tasks that occur throughout the project. The direction of the arrow indicates the sequence of the task. Diverging arrows show that various tasks can be completed at the same time.
* **Fast tracking**is when tasks and activities are performed simultaneously.
* A **PERT event**is the point at which one or more tasks are started or completed.
* A **predecessor event**occurs immediately *before*some events. A **successor event**naturally occurs *after* events.
* **Slack**is the amount of time a single task can be [delayed without harming other tasks](https://searchapparchitecture.techtarget.com/photostory/252482410/5-best-practices-for-remote-development-teams/3/Avoid-escalating-project-delays-in-remote-dev-environments) or the project as a whole.
* The **critical path**is the longest -- or most time-consuming -- path from the start to the completion of an event or task.
* **Critical path activity**refers to a task that does not experience slack.
* **Crashing critical path**is when the completion time of a task is shortened.
* **Lag time**refers to the earliest point at which a task can follow another.
* **Lead time**is the amount of time it should take to complete a task without impacting the following activities.
* **Expected time**is the best estimation of how long a task will take to complete, taking into consideration any problems or obstacles that might arise.
* **Optimistic time**refers to the minimum amount of time it will take to complete a task.
* **Pessimistic time**is the maximum amount of time it will take to finish a task.
* **Most likely time**is the best guess of how long a task will take, assuming no problems arise.