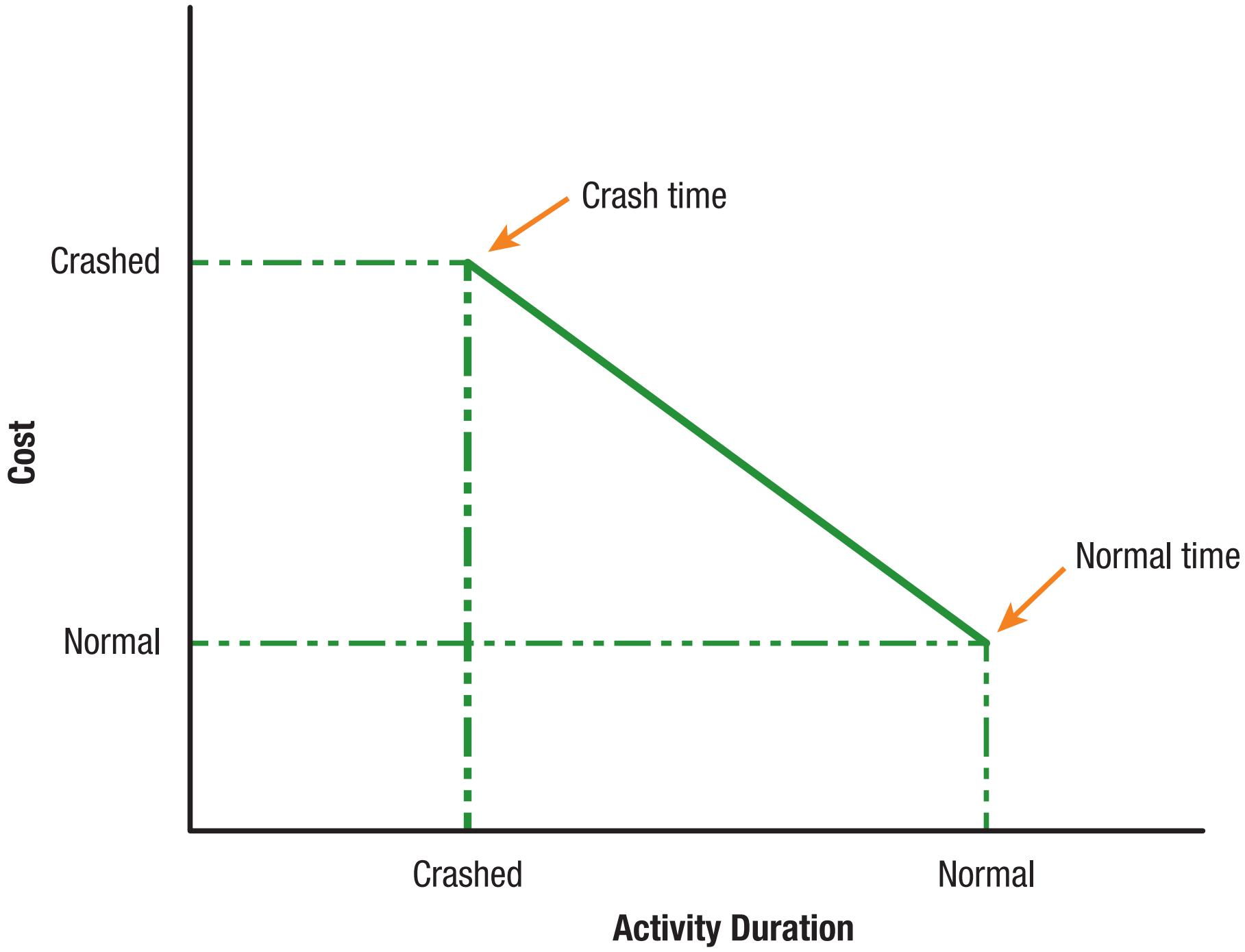FIGURE 3.15: Time–Cost Trade-off of Crashing an Activity