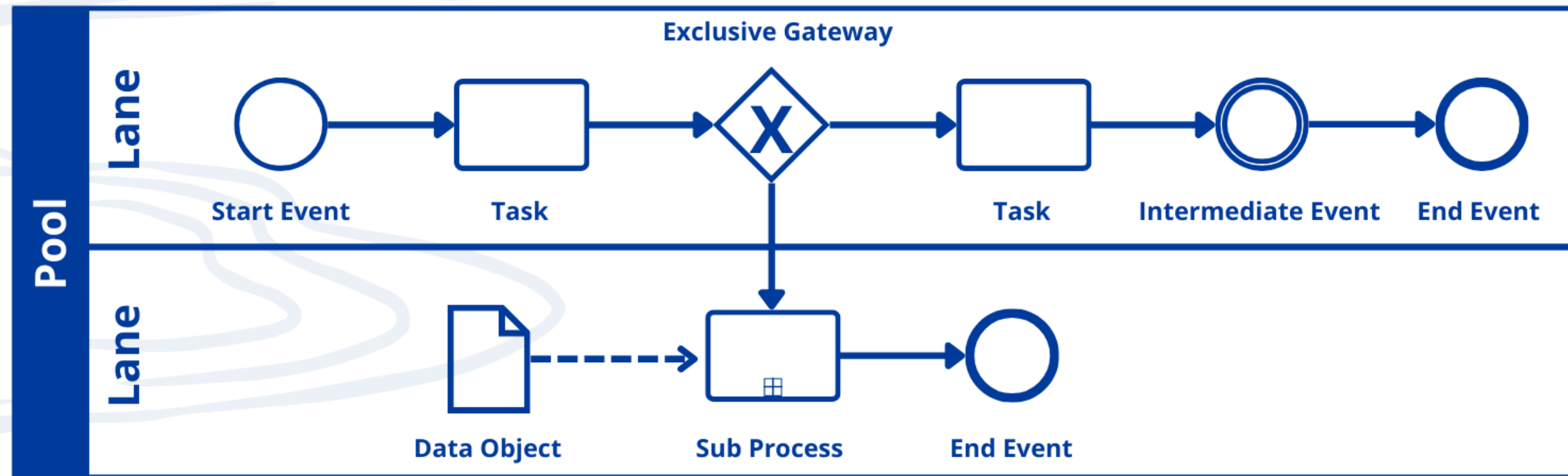


Basics

Represents major participants in a process and typically separates different organisations.



Used to organise and categorise activities within a pool according to function or role.

Business Process Model and Notation is a standardised graphical representation for modelling business processes. BPMN is a powerful tool for visualising and managing business processes, helping organisations to streamline operations and enhance efficiency.



BPMN Basics

	Event	Events represent something that will happen during a process.
	Activity	Activities represent the steps performed within a process.
	Gateway	Gateways represent decision points or merging points within a process.
	Flow	A flow represents the order that activities will be performed.

Activities

Task

A **Task** represents a specific activity or piece of work that needs to be performed within a process.

Task Types

- Service Task:** Done by an external system or service.
- Send Task:** Sends a message to another process or system.
- Receive Task:** Receives a message from another process or system.
- User Task:** Performed by a person using a software application.
- Manual Task:** Is performed by a human user.
- Business Rule Task:** Integrates business logic into process models.
- Script Task:** Executes a script or code.

Sub Process

A **Sub Process** is a process within another process. In a collapsed view, its details are hidden. In an expanded view its details are shown within the Process its contained in.

Adhoc Sub Process

Transaction

Event Sub Process

Call Activity

A **Call Activity** is a reusable process that can be applied in multiple other processes.

- User Call Activity**
- Manual Call Activity**
- Business Rule Call Activity**
- Script Call Activity**

Events	Start			Intermediate				End
	Standard	Sub-Process Interrupting	Sub-Process Non-Interrupting	Catching	Boundary Interrupting	Boundary Non-Interrupting	Throwing	Standard
None: No specific association trigger or condition . Indicate start point, state changes or final states.								
Message: Facilitates communication between processes or participants.								
Timer: Triggers starts, introduces delays or interrupts activities that meet specified time conditions.								
Conditional: Starts, pauses or signifies the end of processes when specified conditions are met.								
Signal: Broadcasts across distinct processes. If thrown can be caught multiple times.								
Multiple: Allows for multiple triggers or conditions to initiate or influence the process flow.								
Parallel Multiple: Multiple triggers or conditions occur simultaneously, leading to parallel execution paths.								
Escalation: Escalates to a higher flow scope, signalling that an issue needs to be addressed								
Error: Acts as a specific identifier for the error condition that occurred.								
Compensation: Manages rollback or recovery of activities that have already been executed.								
Link: Used to connect two sections of a process model.								
Cancel: Interrupts and terminates all active executions within a specific scope.								
Terminate: Stops all activities of a process instance or subprocess.								

Gateways

- Exclusive Gateway:** Allows only one of the outgoing flows to be executed based on a specific condition.
- Inclusive Gateway:** Allows multiple outgoing flows to be executed simultaneously or based on specific conditions.
- Parallel Gateway:** Allows multiple outgoing flows to be executed in parallel.
- Complex Gateway:** Allows for more complex decision logic and branching scenarios.
- Event-Based Gateway:** Allows for the execution of a specific flow based on the occurrence of a particular event.
- Exclusive Event-Based Gateway:** Allows a process to branch based on the occurrence of specific events rather than conditions.
- Parallel Event-Based Gateway:** Allows multiple processes to occur simultaneously based on the occurrence of specific events.

Data

A **Data Object** represents information flowing through processes, such as business documents, e-mails or letters.

- Data Object**
- Data Object Collection**
- Data Input**
- Data Input Collection**
- Data Output**
- Data Output Collection**
- Data Store**

Swimlanes

Pool Represents major participants in a process and typically separates different organisations.

Lane Used to organise and categorise activities within a pool according to function or role. A lane contains the flow objects, connecting objects and artifacts.