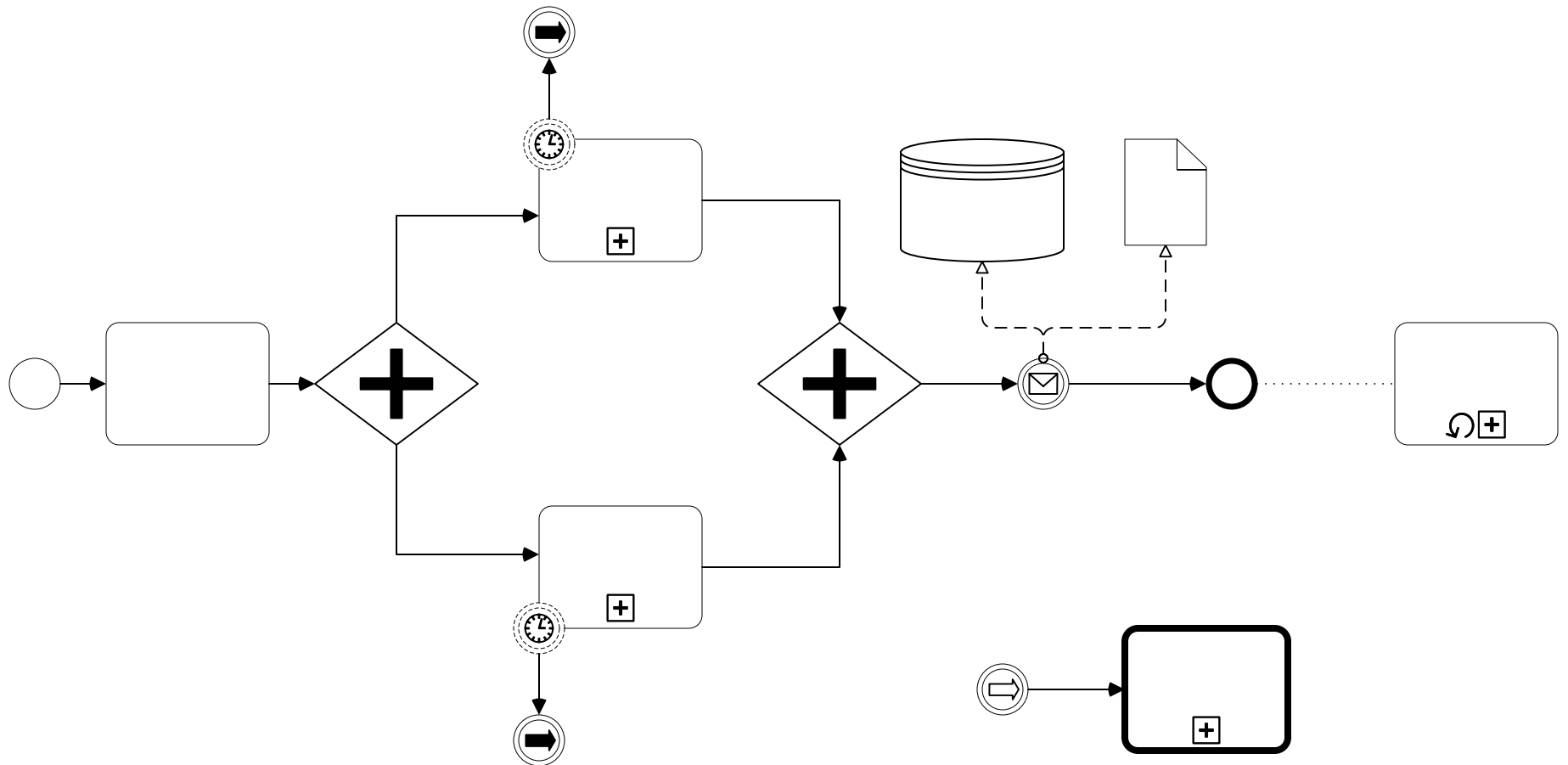
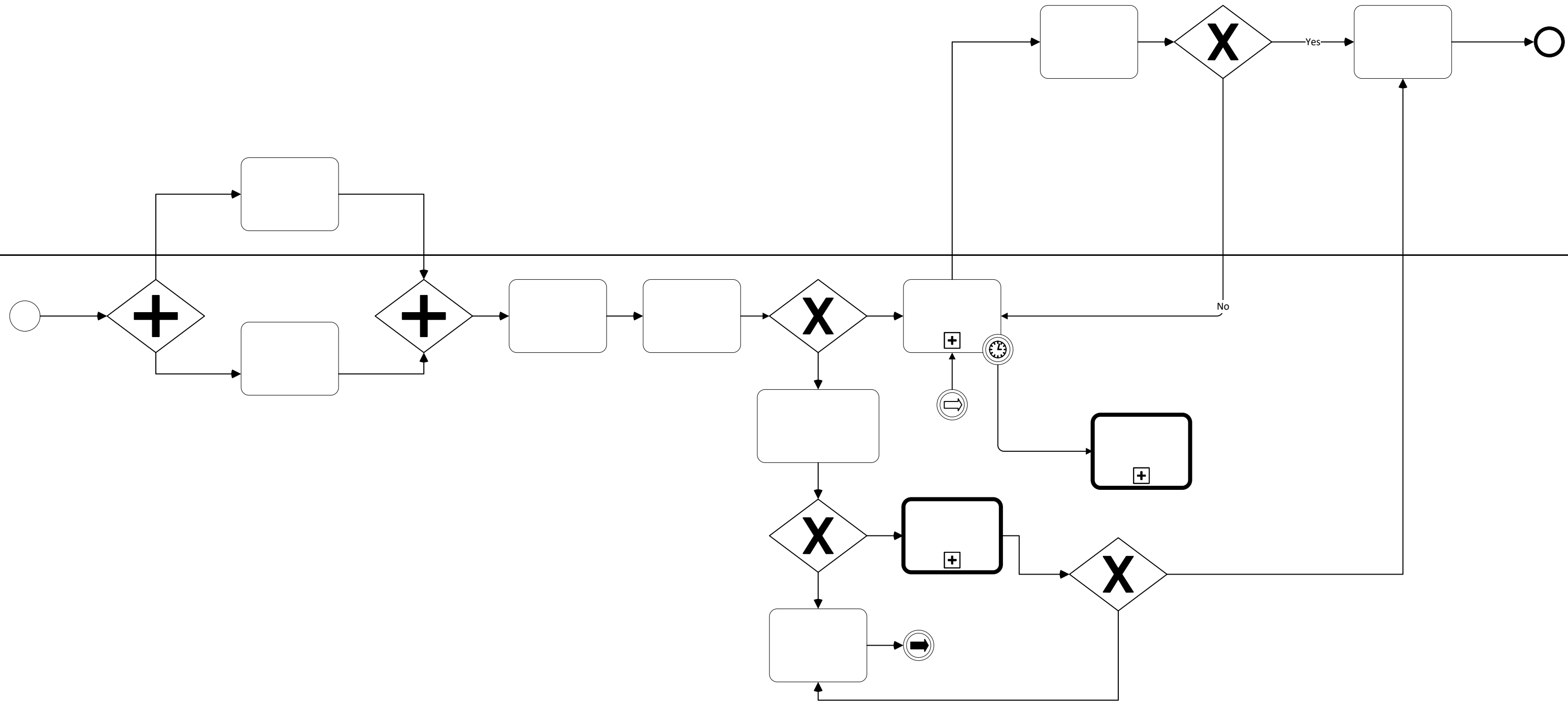
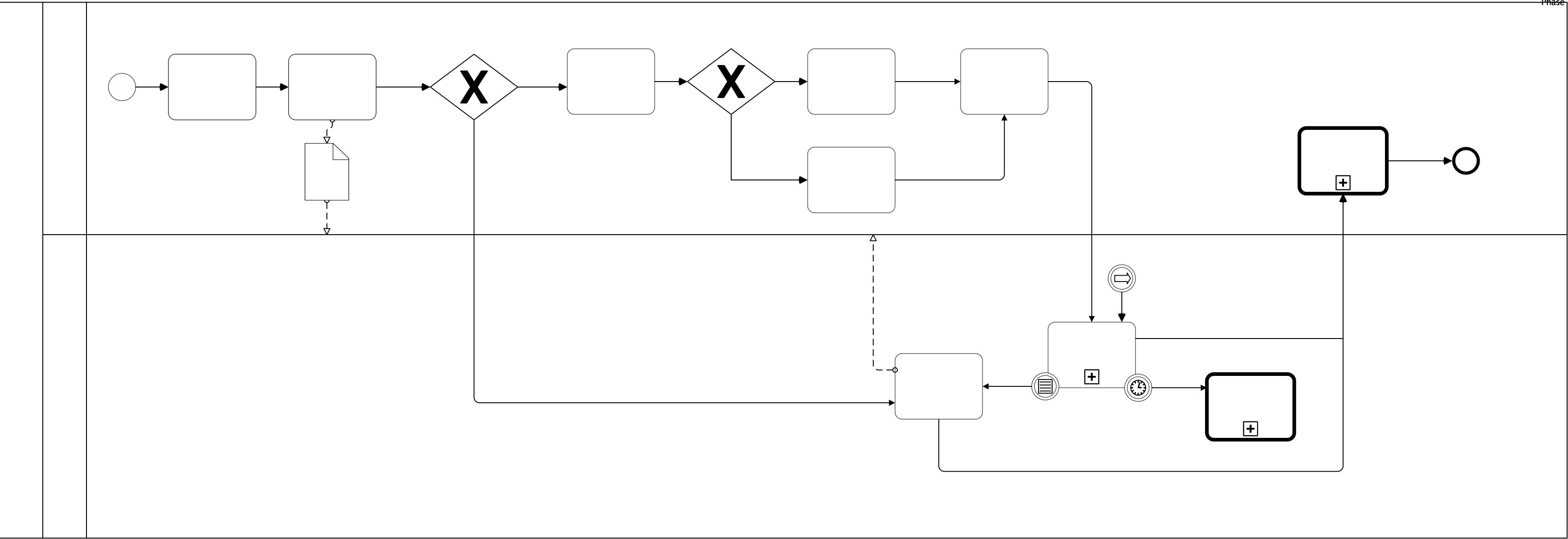
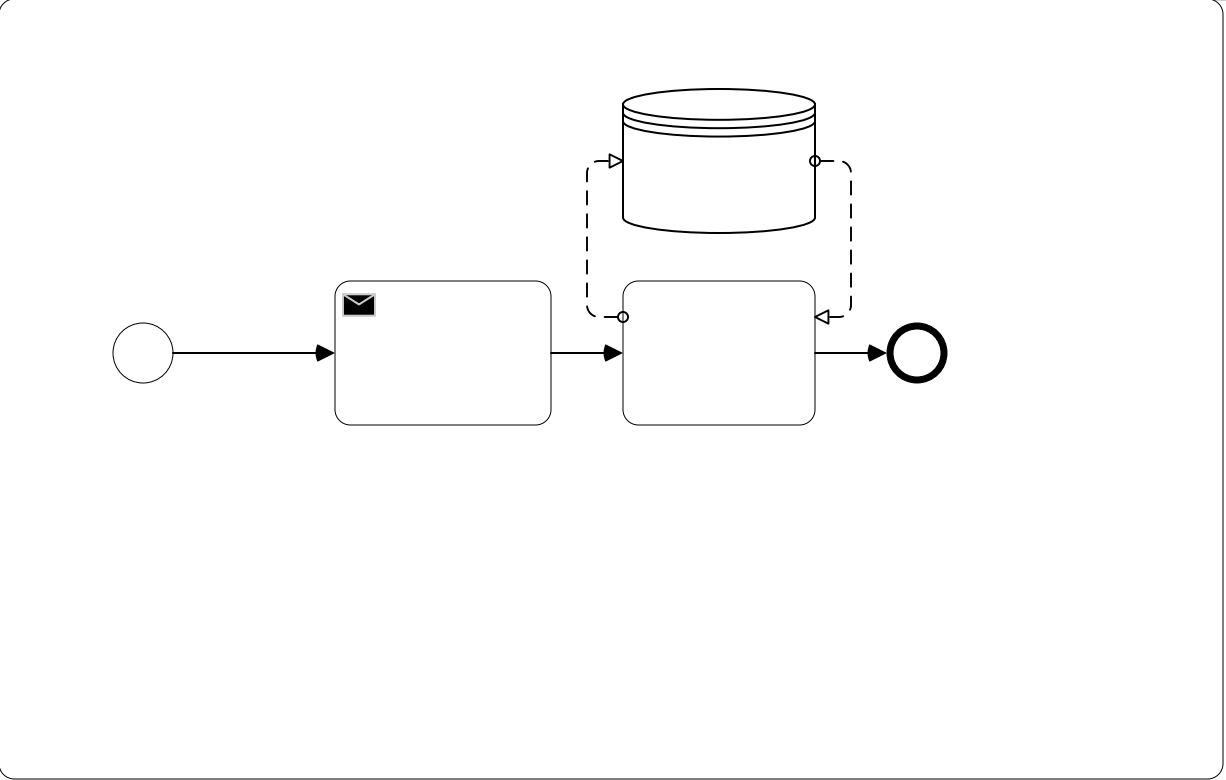
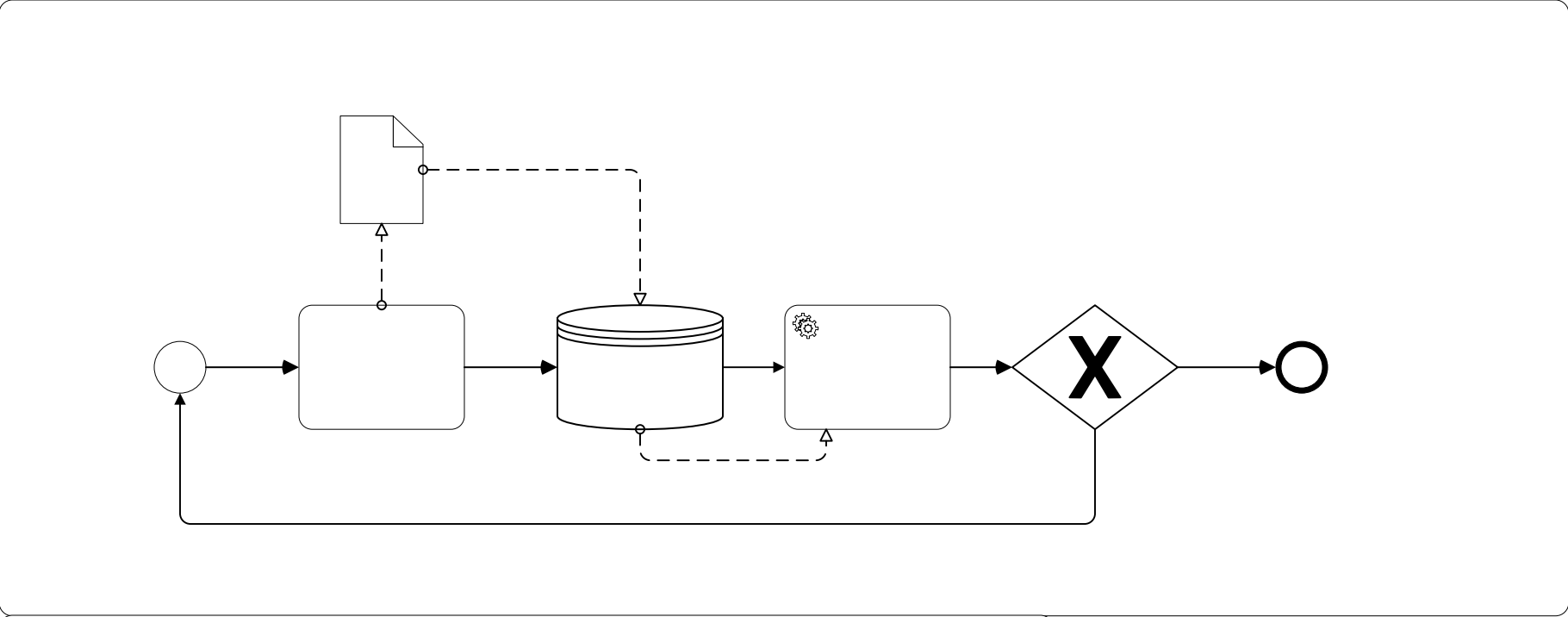
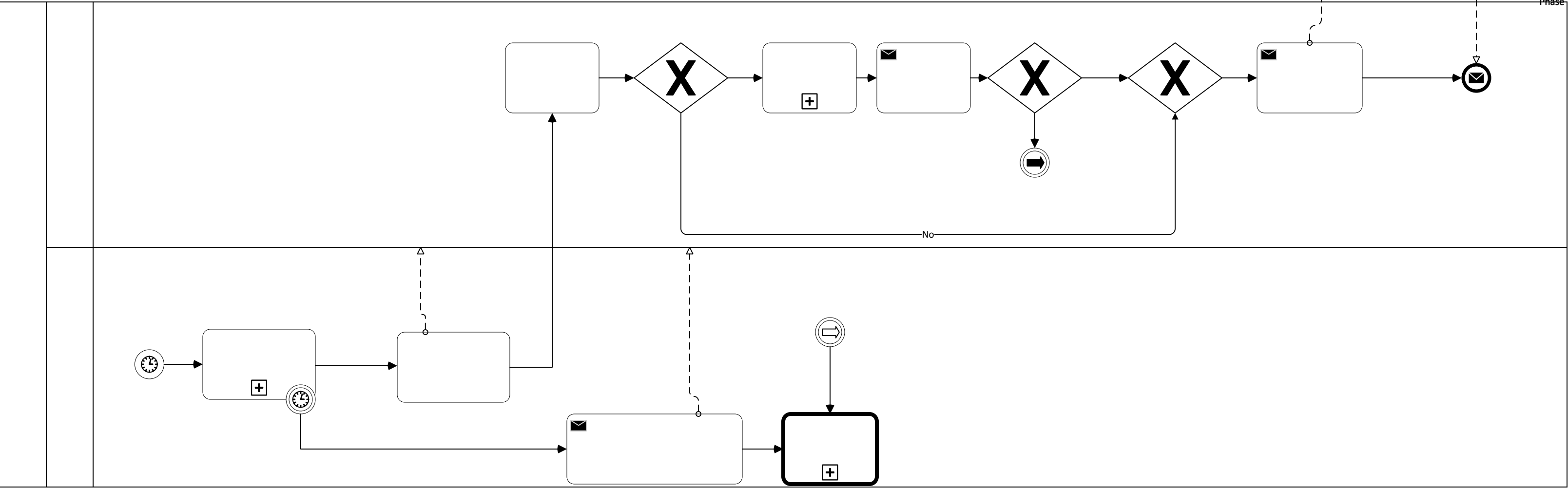
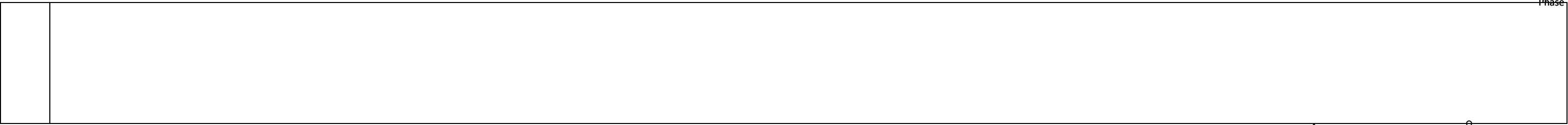


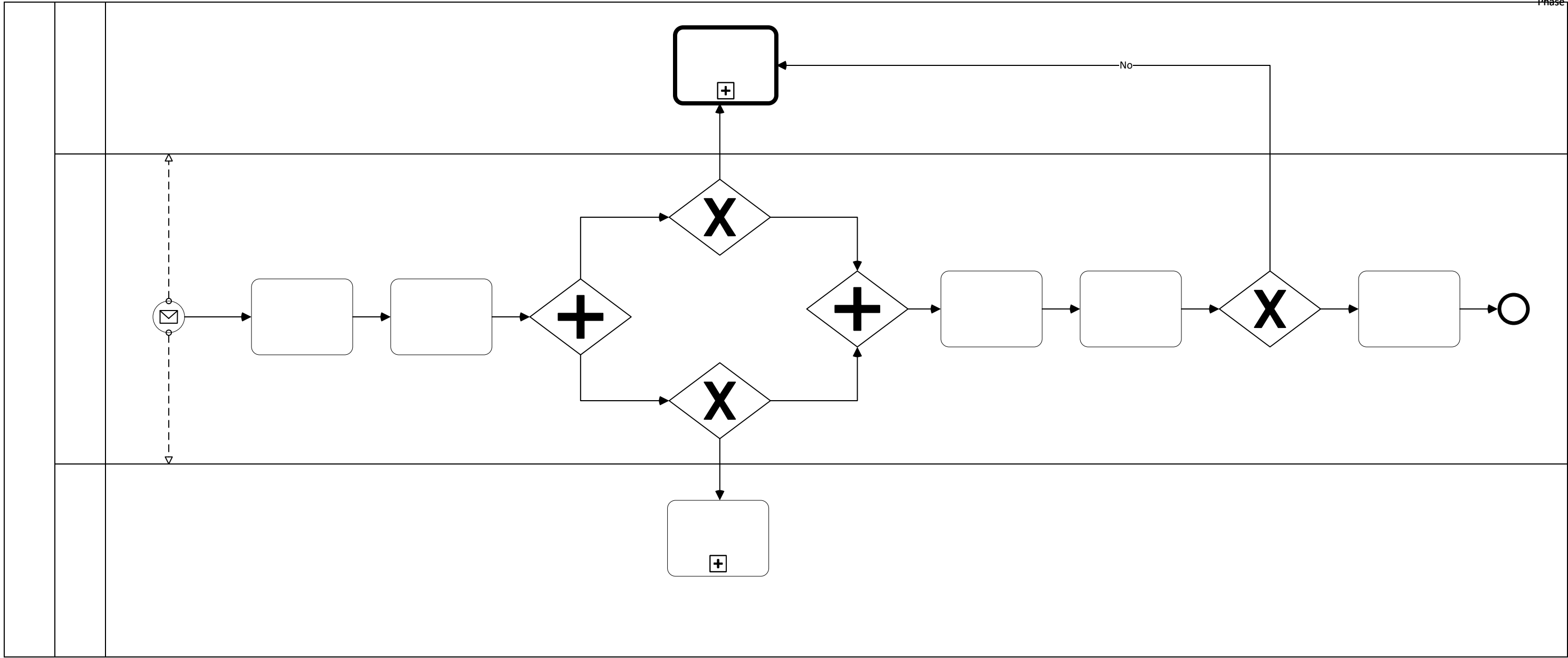
Icon Key on Last Tab

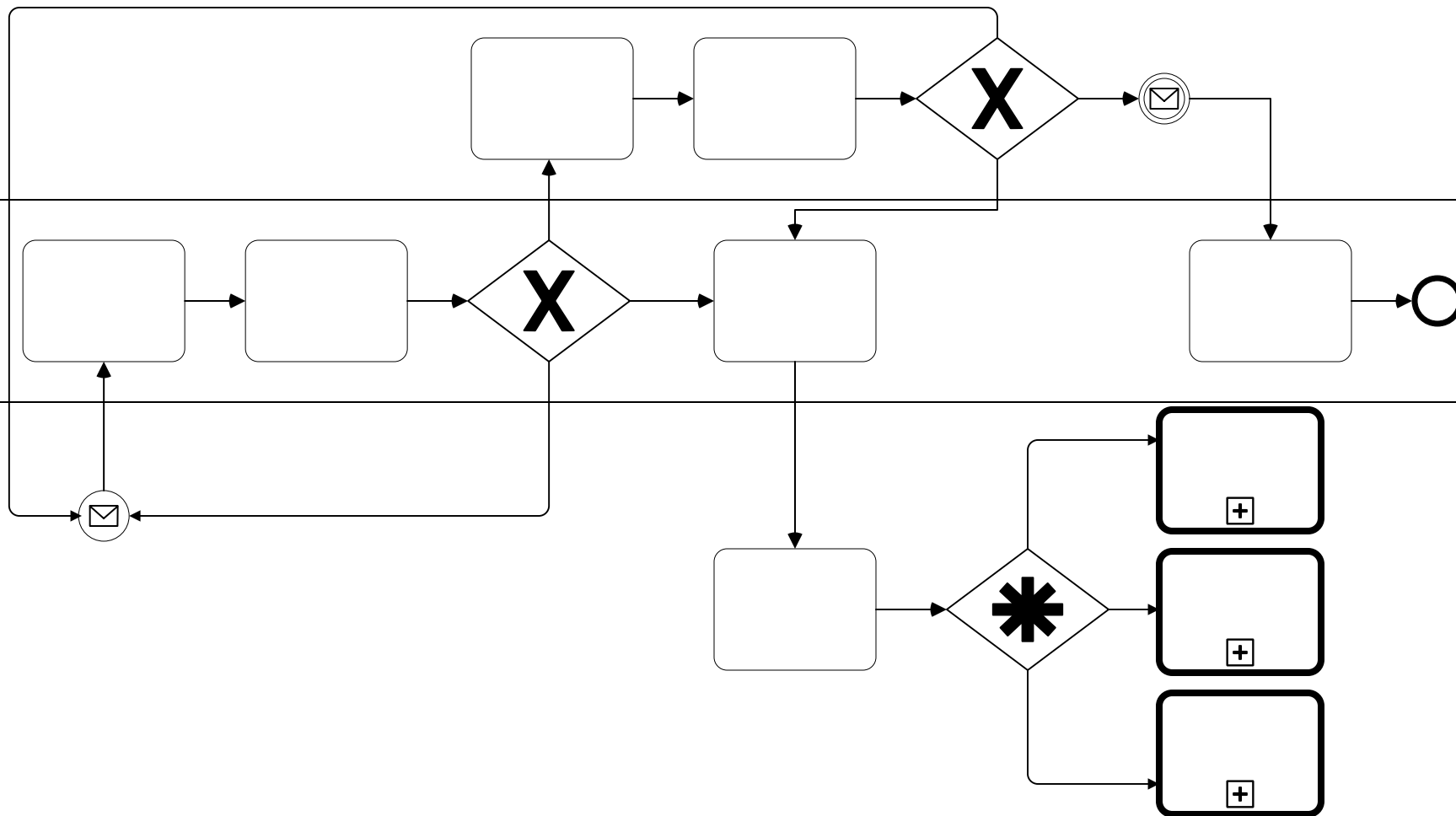


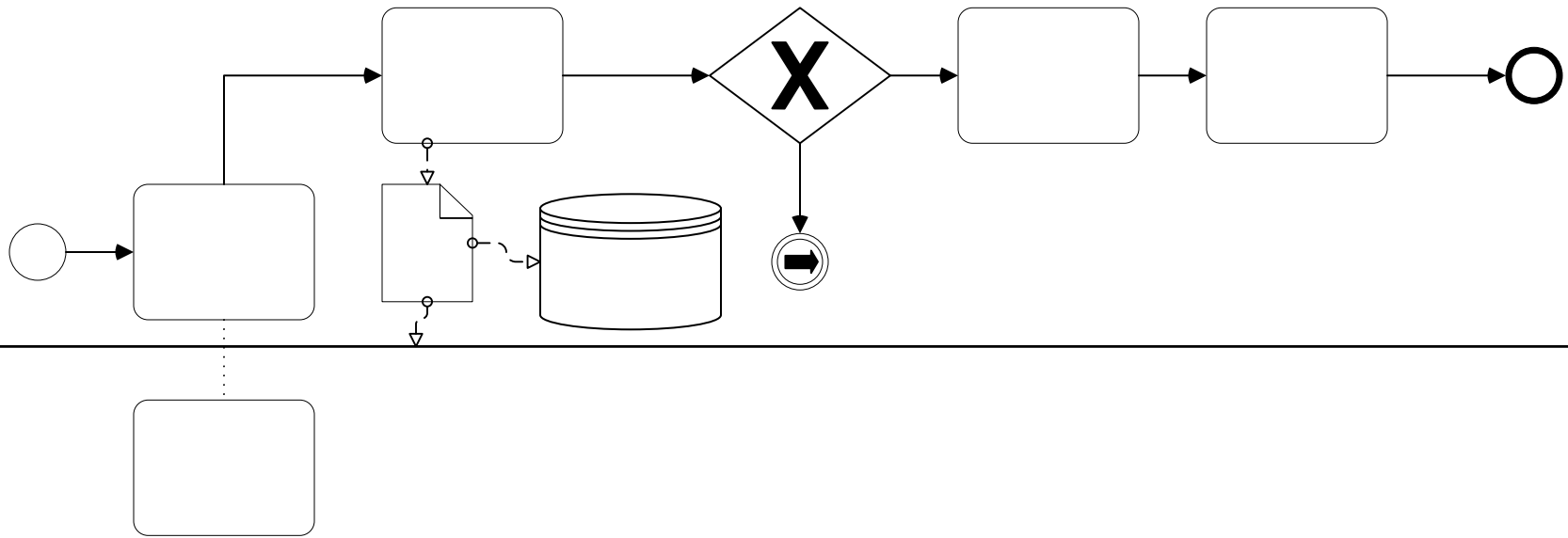


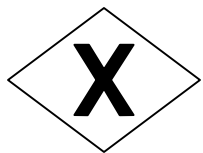




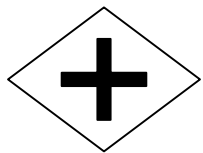




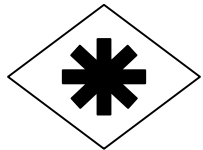




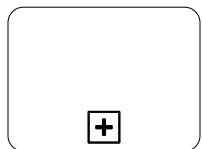
Exclusive Gateway -
Decision



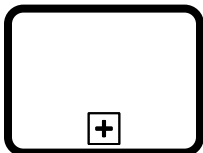
Parallel Gateway –
Both can happen



Complex Gateway –
Multiple options can
happen



Sub-Process



Callable Sub Process – this
sub-process is available to
be used by any other
process



Task – to be done
by someone/
something



Start Event/
Trigger – Process
Starts



Message Event



Timer Event



Non-Interrupting Event – Dotted Line (other
tasks continue, this is a timer example but
could be other types)



Throwing Link – Go to Catching Link



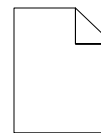
Catching Link – Destination from Throwing
Link



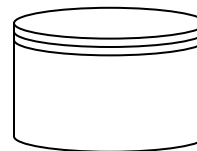
Conditional Event – If conditions are met, this path is
taken and other path is abandoned



End Even – Process ends



Data Object – Usually created
during a task, can be used in
other tasks or stored



Data Store – holds data or other
info



Sequence flow



Message flow – denotes
message created or
travels



Association – two things are
related



Text

Annotation – provides info

Title	Function	
	Function	

Pool and Lanes – When a
sequence line crosses to
another lane, a
communication/handoff is
assumed