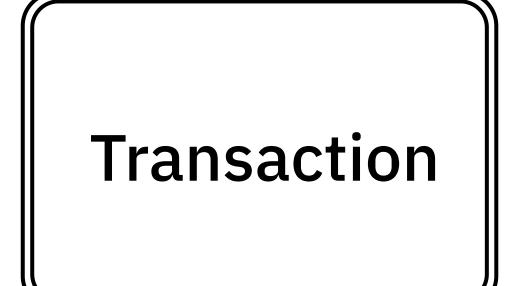
Activities

Task

A task is a unit of work (the job to be performed). When marked with a 🛨 symbol, it indicates a collapsed **sub-process**, an activity that can be refined.



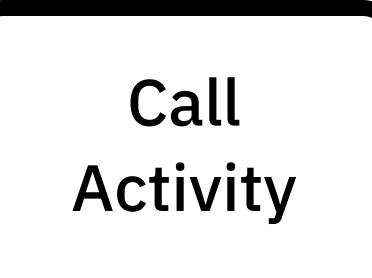
A transaction is a set of activities that logically belong together; it might follow a specified transaction protocol.

Event Subprocess:

• • • • • • • • • •

• • • • • • • • • •

An event subprocess is placed into a process or subprocess. It is activated when its start event gets triggered and can interrupt the higher level process context or run in parallel (noninterrupting), depending on the start event.



A call activity is a wrapper for a globally defined task or process reused in the current process. A call to a process is marked with a 🛨 symbol.

Activity Markers describe the execution

behavior of activities:

+ Subprocess Marker

Loop Marker

Parallel MI Marker Sequential MI Marker



Compensation Marker



Task Types

specify the nature of the action to be performed:



Receive Task

User Task Manual Task

Business Rule Task

Service Task

Script Task

Sequence Flow

defines the execution order of the process elements.

Default Flow

is the default branch to be chosen if all other conditions

Conditional Flow

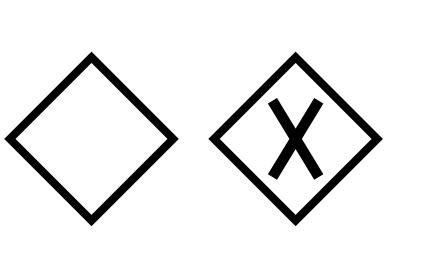
has a condition assigned that defines whether or not the

Events

	Start			Intermediate				End
	Standard	Event Subprocess Interrupting	Event Subprocess Non-Interrupting	Catching	Boundary Interrupting	Boundary Non-Interrupting	Throwing	Standard
None: Untyped events, indicate start point, state changes or final states.								
Message: Receiving and sending messages.								
Timer: Cyclic timer events, points in time, time spans or timeouts.								
Escalation: Escalating to a higher level of responsibility.								
Conditional: Reacting to changed conditions.								
Link: Two corresponding link events represent a sequence flow.								
Error: Catching or throwing named errors.								
Cancel: Reacting to cancelled transactions or triggering cancellation.								
Compensation: Handling or triggering compensation.								
Signal: Signalling across different processes. A signal thrown can be caught multiple times.								
Terminate: Triggering the immediate termination of a process or sub-process.								

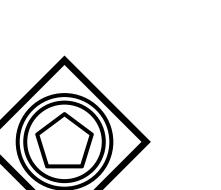
Gateways

Exclusive Gateway



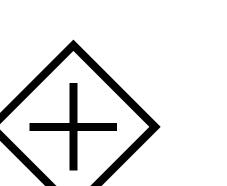
It merges the incoming sequence flows while directly passing on incoming tokens. When splitting, exactly one branch is activated.

Event-based Gateway



Is always followed by catching events or receive tasks. The branch whose event/task is triggered first is activated.

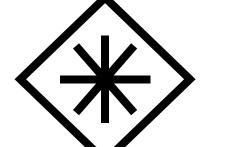
Parallel Gateway



When used to split the sequence flow, all outgoing branches are activated simultaneously. When merging parallel branches, it waits for all incoming branches to complete before triggering the outgoing flow.

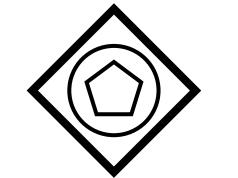
Inclusive Gateway

When splitting, one or more branches are activated. All active incoming branches must complete before merging.



Complex Gateway

Complex merging and branching behavior that is not captured by other gateways.



Exclusive Event-based Gateway (instantiate)

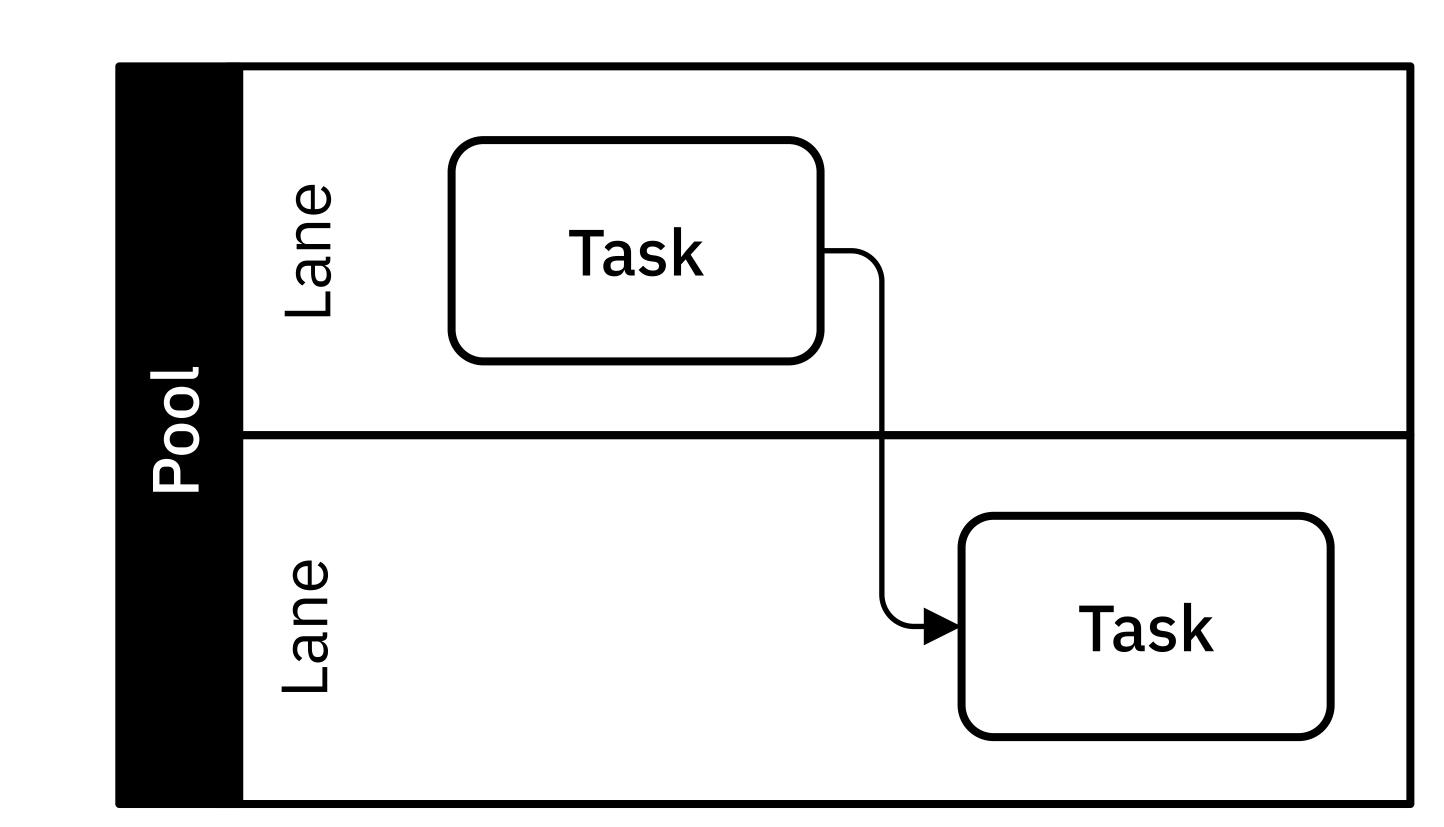
Each occurence of a subsequent event starts a new process instance.



Parallel Event-based Gateway (instantiate)

The occurence of all subsequent events starts a new process instance.

Participants

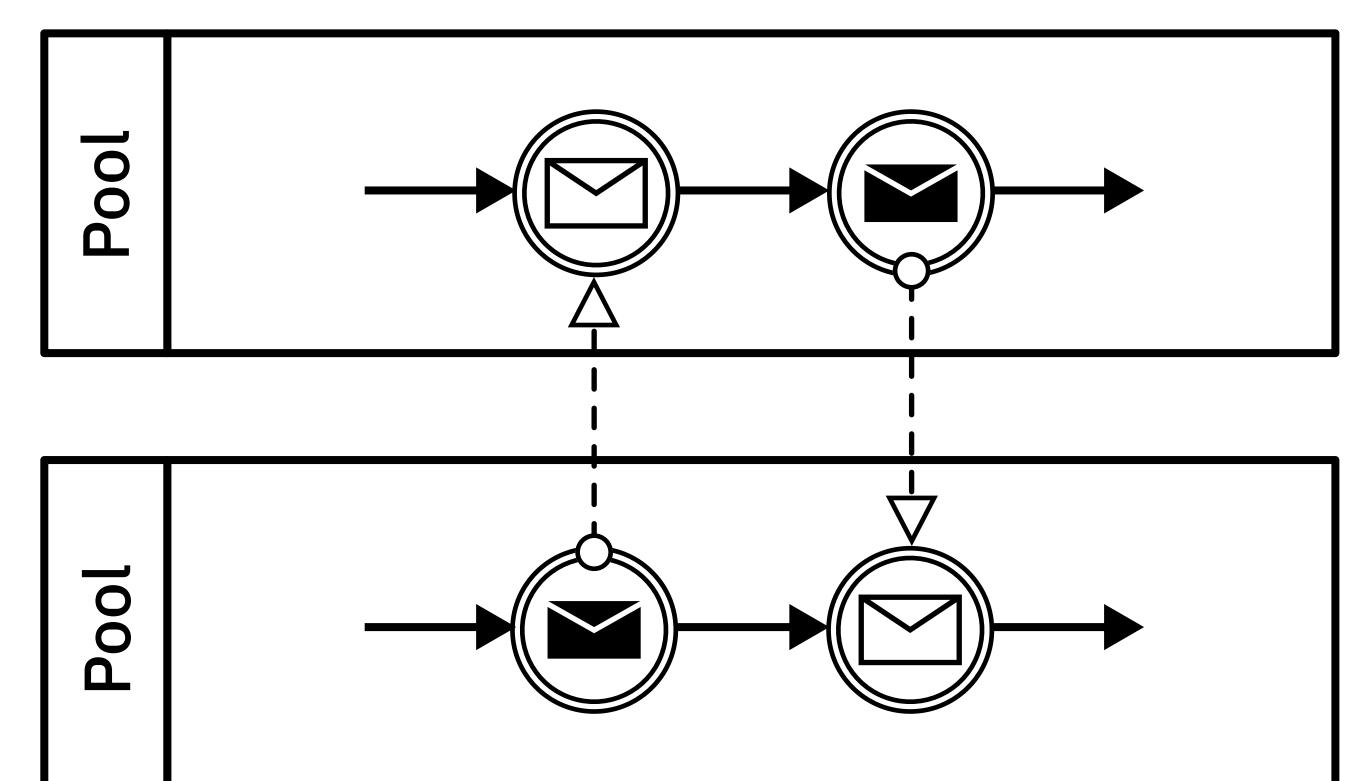


Pools and lanes represent responsibility for activities.

A pool or a lane can be an organization, a role, or a system.

Message flow

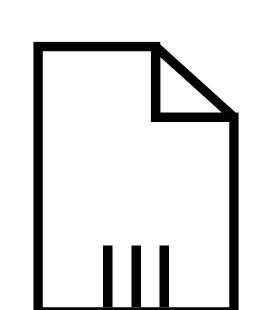
Message flow symbolizes the message exchange. Message flows can be attached to pools, sub-processes, activities and message events.



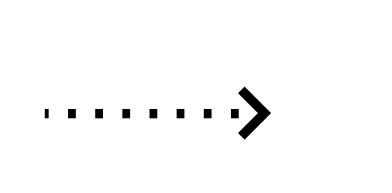
Message **Exchange/Collaboration** The collaboration of multiple processes can be defined through a combination of message and sequence flows.

Data

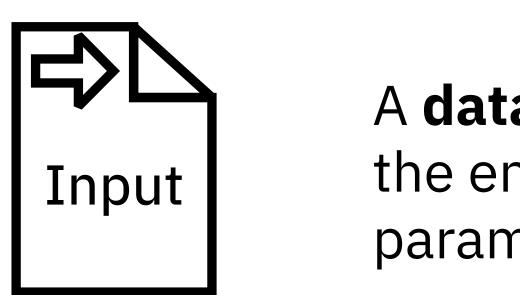
A data object represents information flowing through the process, such as business documents, emails, or letters. A data output is a data result of the entire process. A kind of output parameter.



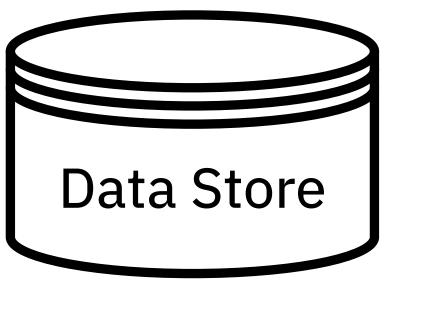
A collection data object represents a collection of information, e.g., a list of order items.



A data association is used to associate data elements with flow objects such as activities, events and sub-processes.



A data input is an external input for the entire process. A kind of input parameter.



A data store is a place where the process can read or write data, e.g. a database or a filing cabinet. It persists beyond the lifetime of the process instance.

Artifacts

Text Annotation

(directed)

Association

