



BPMN IMPLEMENTATION OF THE USERS LIFE CYCLE PROCESS

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Introduction

- Target of this project is to demonstrate the **advantages** of a **BPMN** Engine in the enterprise to **carry on** and **track** most of the repetitive **tasks** and **processes** happening in the **organization**.
- **Model** the **interaction** between the involved groups of people, including **information** moving between them.



Model implementation

- **Service task** has been implemented as external task; we used a **mock code** to simulate the token flow inside the model.
- Each task **prints a message into the log**, if it is necessary, it prints the value of the needed variables to verify that **message correlation** works properly; each client **subscribes** a specific **topic**.
- In the future it will be possible **replace** each implementation with **real implementation** of the service.

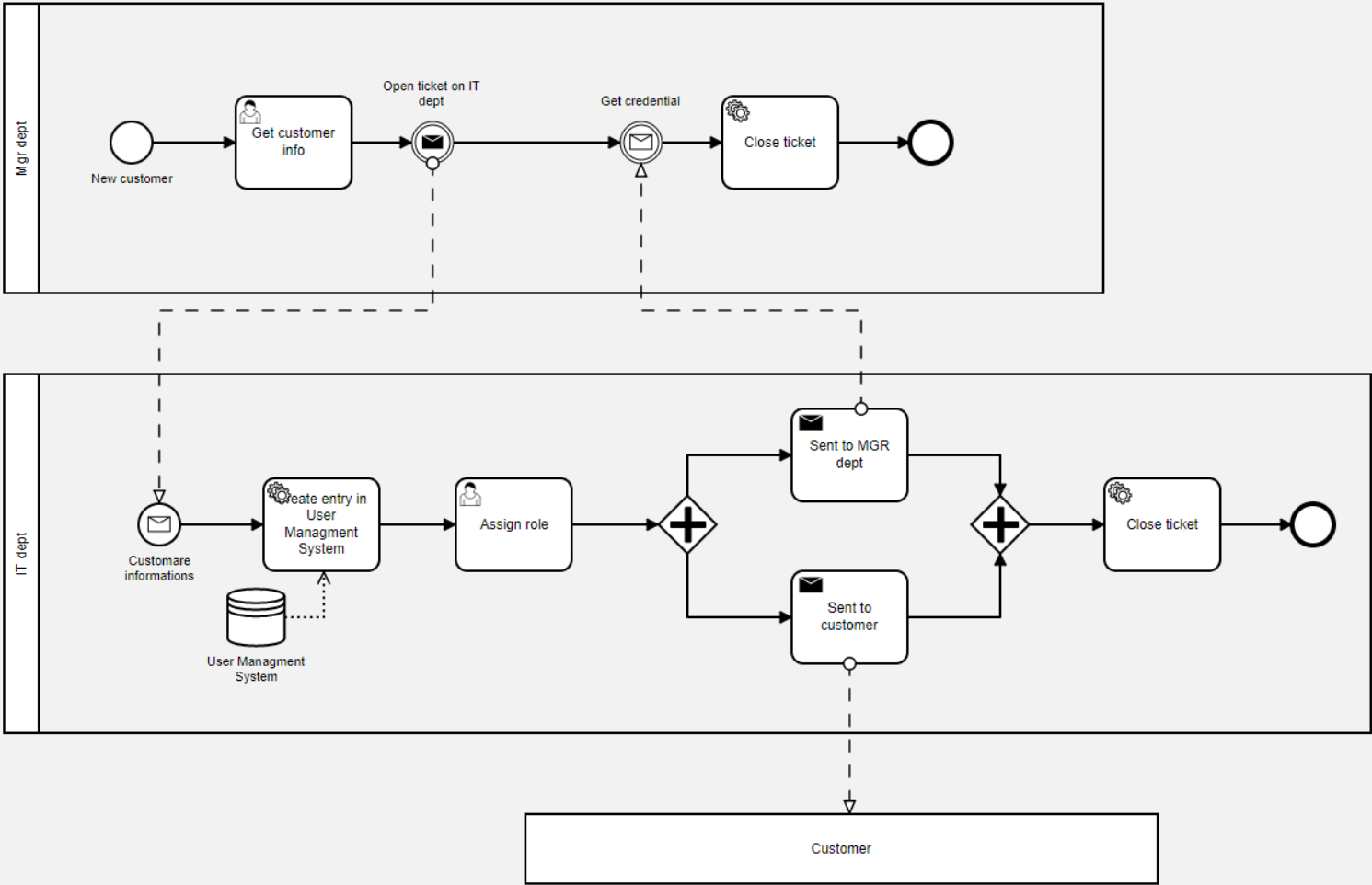


Model implementation

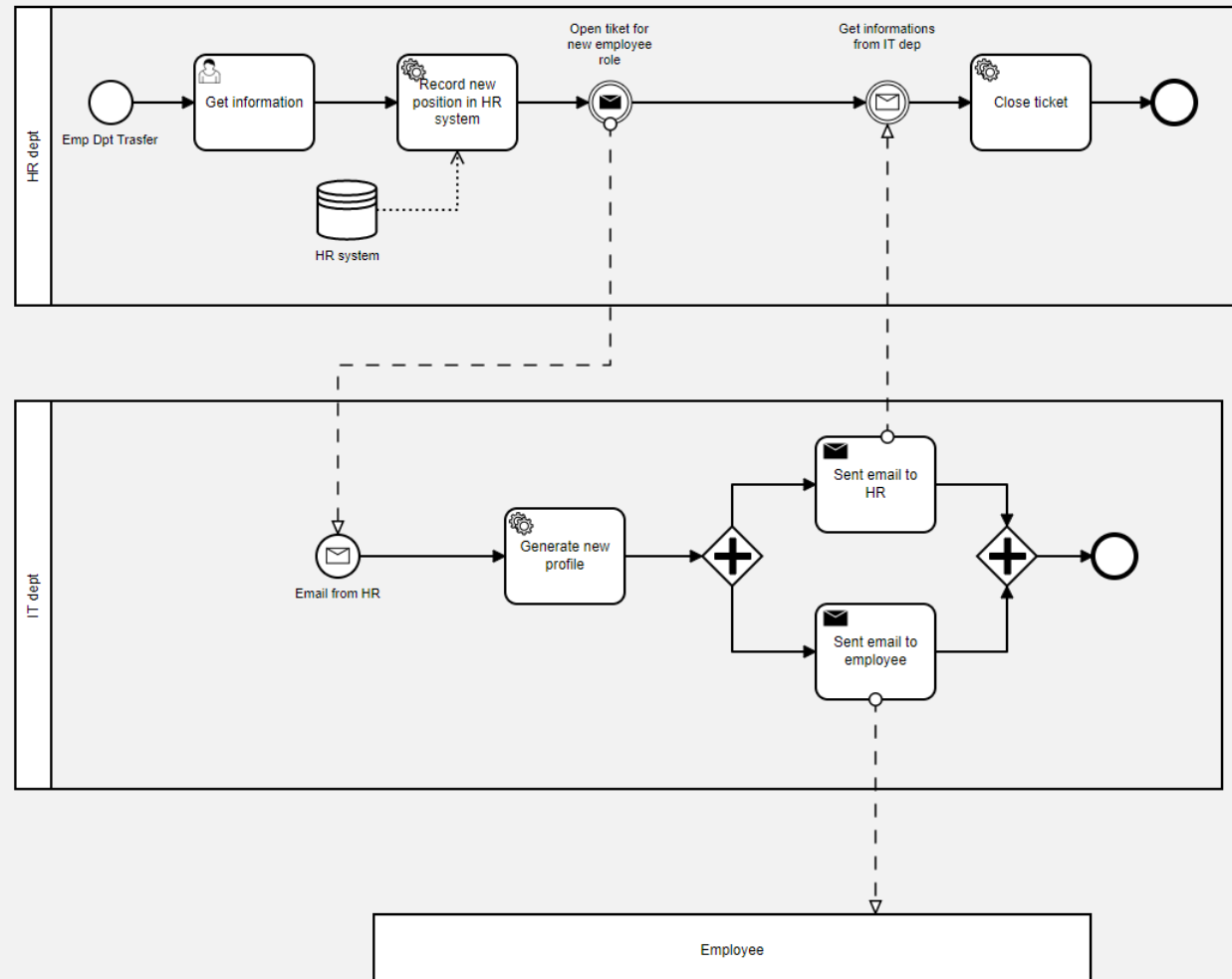
- **Message correlation** has been implemented using **Java class** inside the model.
- Each message correlation has been implemented using a **different java class** and **message id**.
- We **automatized** some tasks that was previously manually executed, so for this reason we have **replaced** some **user tasks** with **service task**.



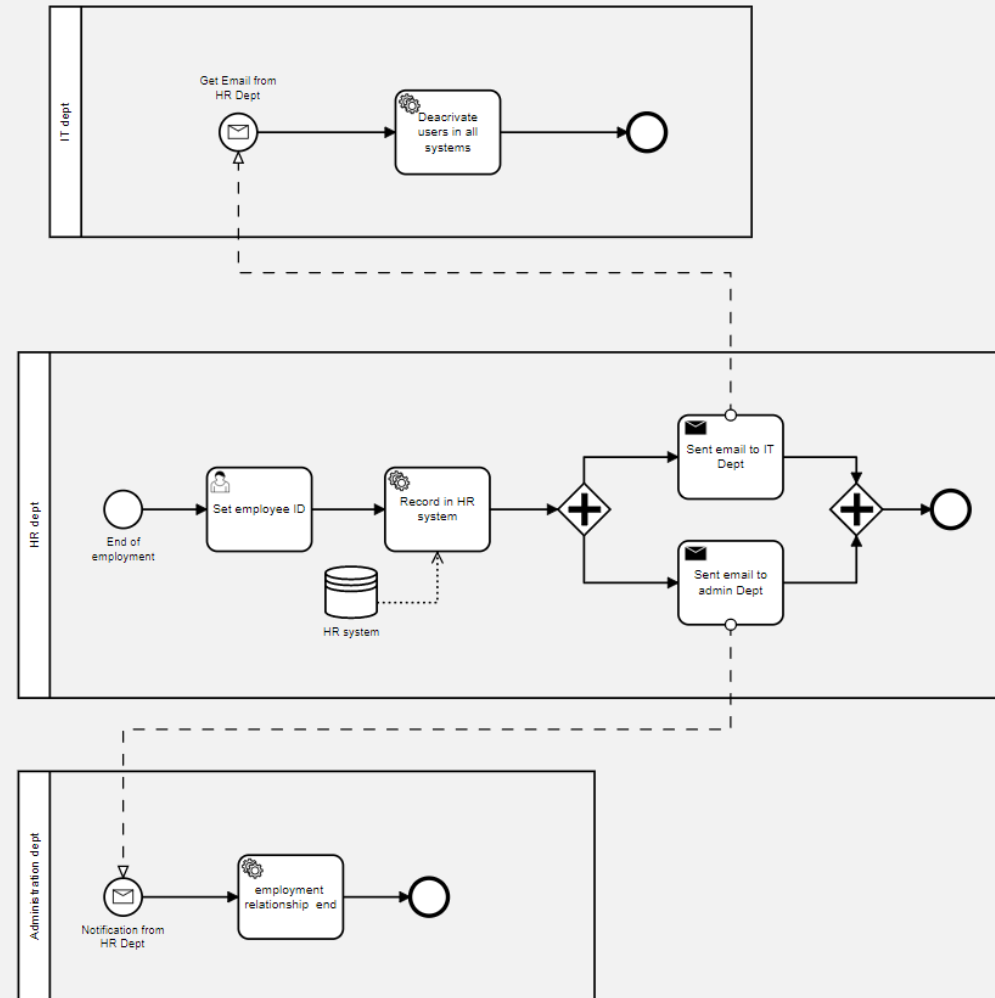
Customer



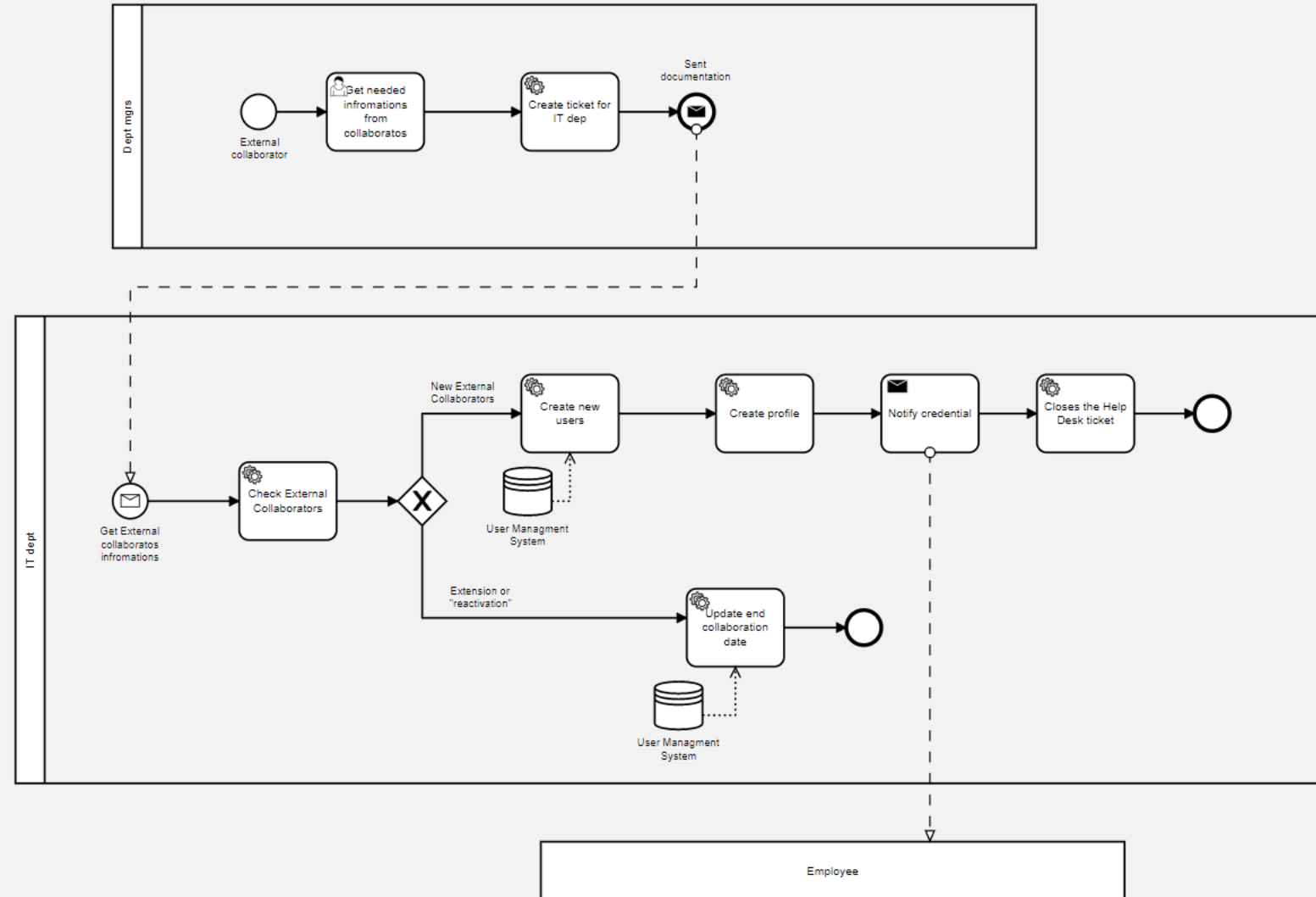
Employee transfert



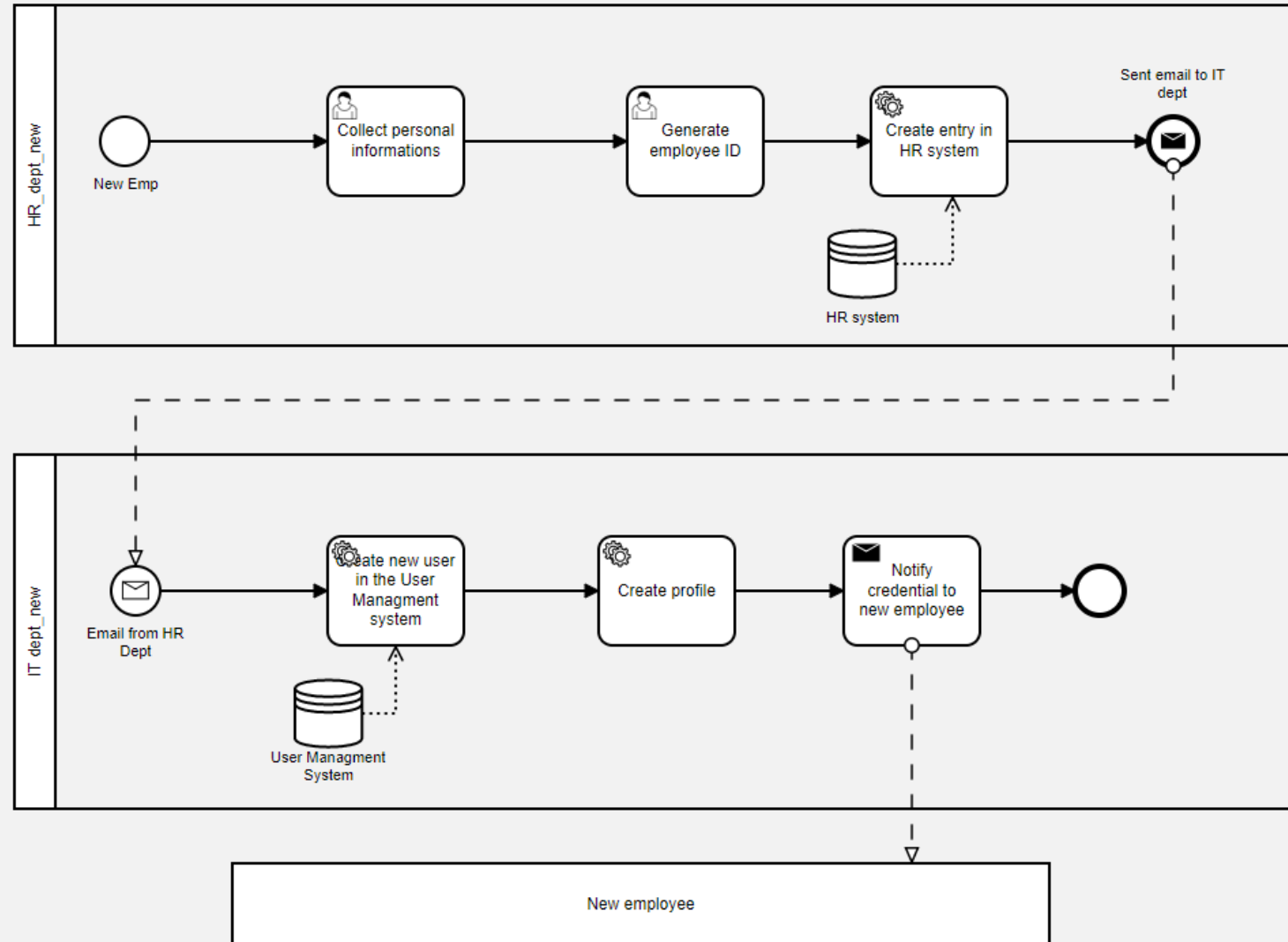
End employment



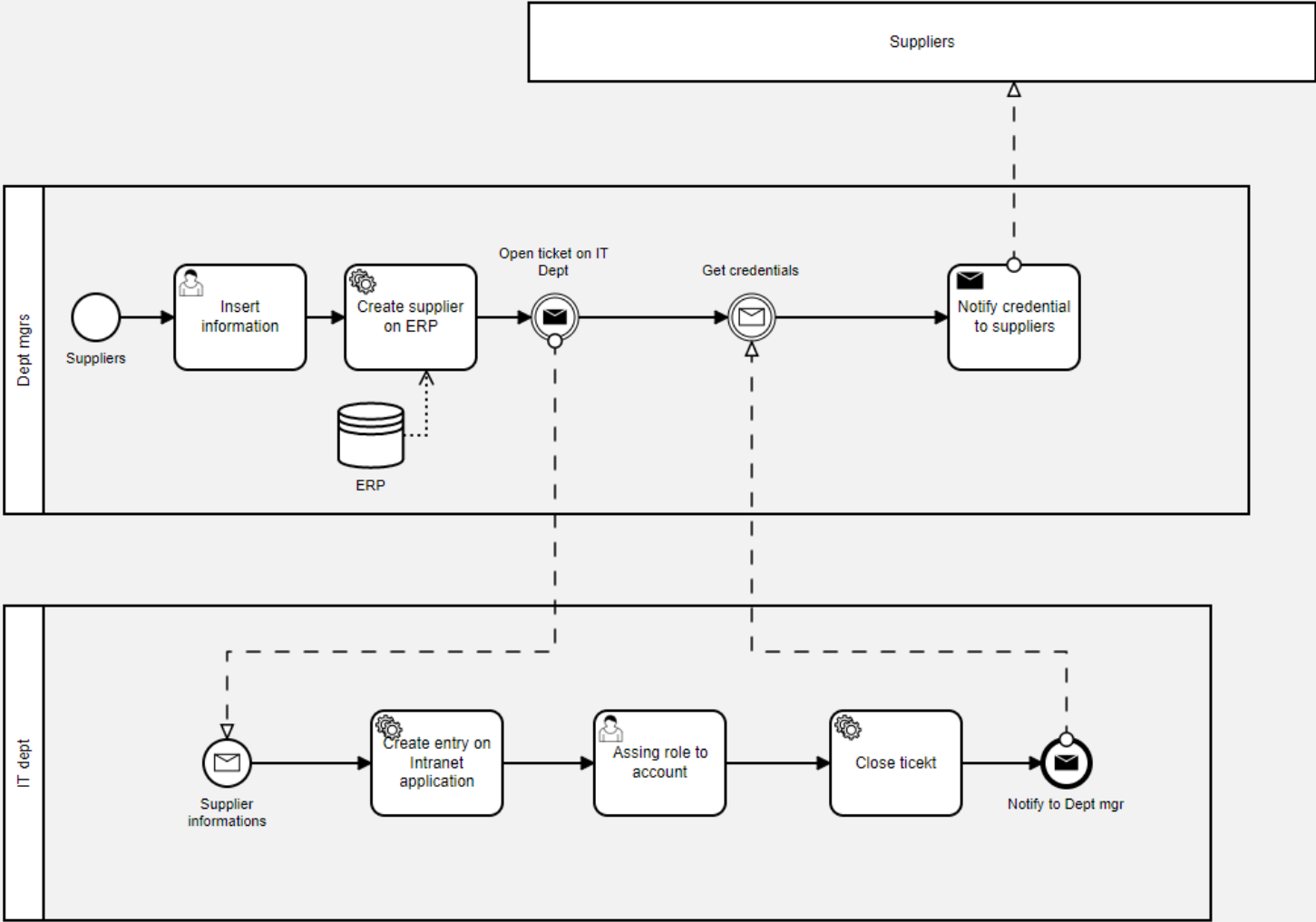
External collaborator



New employee



Suppliers



Conclusions and future developments

- Thanks to this project we had the opportunity to **make practice** of Camunda modelling into a **real case**, provided by **Loccioni Group**.
- We designed the model choosing appropriately the **different component** and **implementation strategy** depending by each of this.
- We have also provided some kinds of **optimizations** replacing some user's tasks with service task.





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THANKS FOR YOUR ATTENTION!