

An Introduction to BPMN 2.0

A guide to the core elements within the business process modelling notation

The Three Levels of BPMN

Descriptive Process Models

Suitable for high level modelling – should be comfortable for analysts that have used flowcharts.

Analytic Process Models

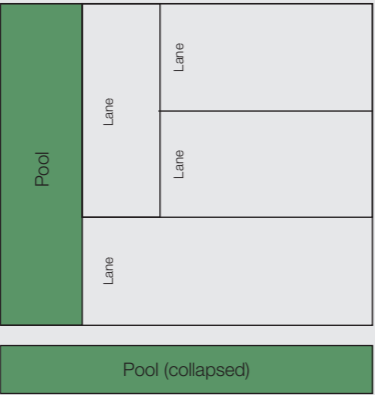
Contains the concepts most commonly used and covered in BPMN training

Common Executable Process Models

Focuses on the elements required for executable process models

Notation: Descriptive Process Models

Pools and Lanes



Events

Start Events

A process commences because something has happened, such as a message received or a date is reached.



End Events

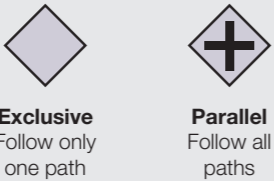
A process finishes when an end is reached. Because a process may have several outcomes, there may be multiple end events.



Gateways

Gateways represent decisions within the process, and control the splitting and merging of sequence flow.

The simplest examples are shown:



Flow

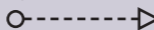
Sequence Flow

The sequential flow of the process between events that occur, activities performed by the lanes and decisions that are made (gateways).



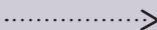
Message Flow

The flow of information as Messages between Participants



Association

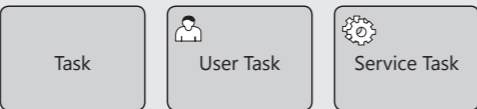
Used to attach artefacts (such as data objects) to activities.



Activities

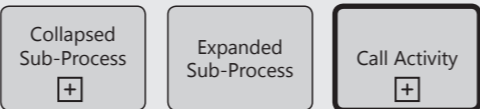
Tasks

A task is something that a lane (role) does during the process. A task is a granular (atomic) activity that cannot or does not need to be broken down any further.



Sub Processes

A sub process summarises a group of activities, and can be expanded out into further detail. Sub processes can be shown as collapsed (with the [+] symbol), or expanded.



Artefacts

Data Store

A data store is somewhere that the process can read or write data, that persists beyond the scope of the process.

Data Object

Data objects are inputs to and outputs from activities. Data objects could be used to represent documents, data or other objects that are passed between the activities in a process.



Annotation

Annotations allow additional information relevant in documenting the process to be shown on the diagram

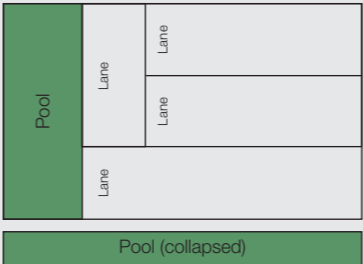
Group

A visual way of informally grouping items on a diagram, for example to highlight an area that requires further analysis.



Notation: Analytic Process Models

Pools and Lanes



Events

Start Events



Immediate Events



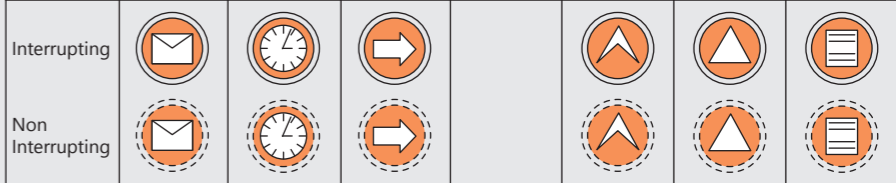
Catching



Throwing



Boundary Intermediate Events (interrupting, non interrupting)



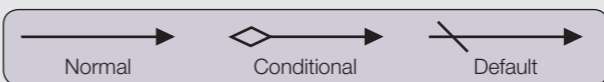
End Events



Flow

Sequence Flow

The flow of the process between events that occur, activities performed by the lanes and decisions that are made (gateways).



Message Flow

The flow of information as Messages between Participants.



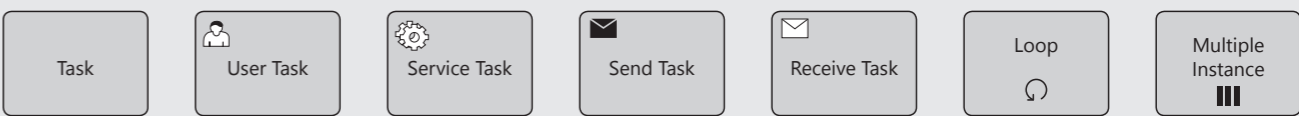
Associations

Attaches artifacts (such as data objects) to activities.

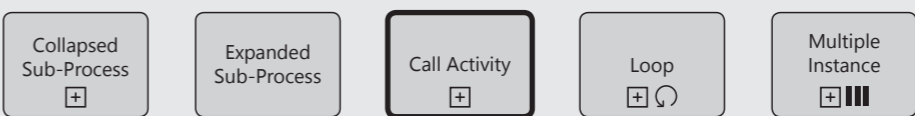


Activities

Tasks



Sub Processes



Artefacts

Data Object

Inputs to and outputs from activities, represent documents, data or other objects that are passed between the activities in a process.



Data Store

Somewhere that the process can read or write data, that persists beyond the scope of the process.

Annotation

Allow additional information relevant in documenting the process to be shown on the diagram



Group

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