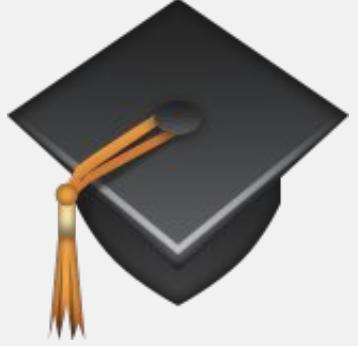




# Theory

01 | Compensation Event



# Theory

01 | Compensation Event

02 | Cancel Event



# Theory

01 | Compensation Event

02 | Cancel Event

03 | Multiple Event



# Theory

01 | Compensation Event

02 | Cancel Event

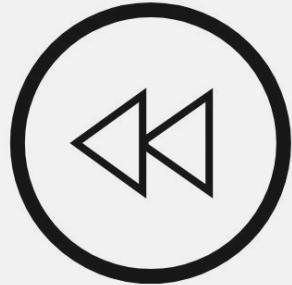
03 | Multiple Event

04 | Multiple Parallel

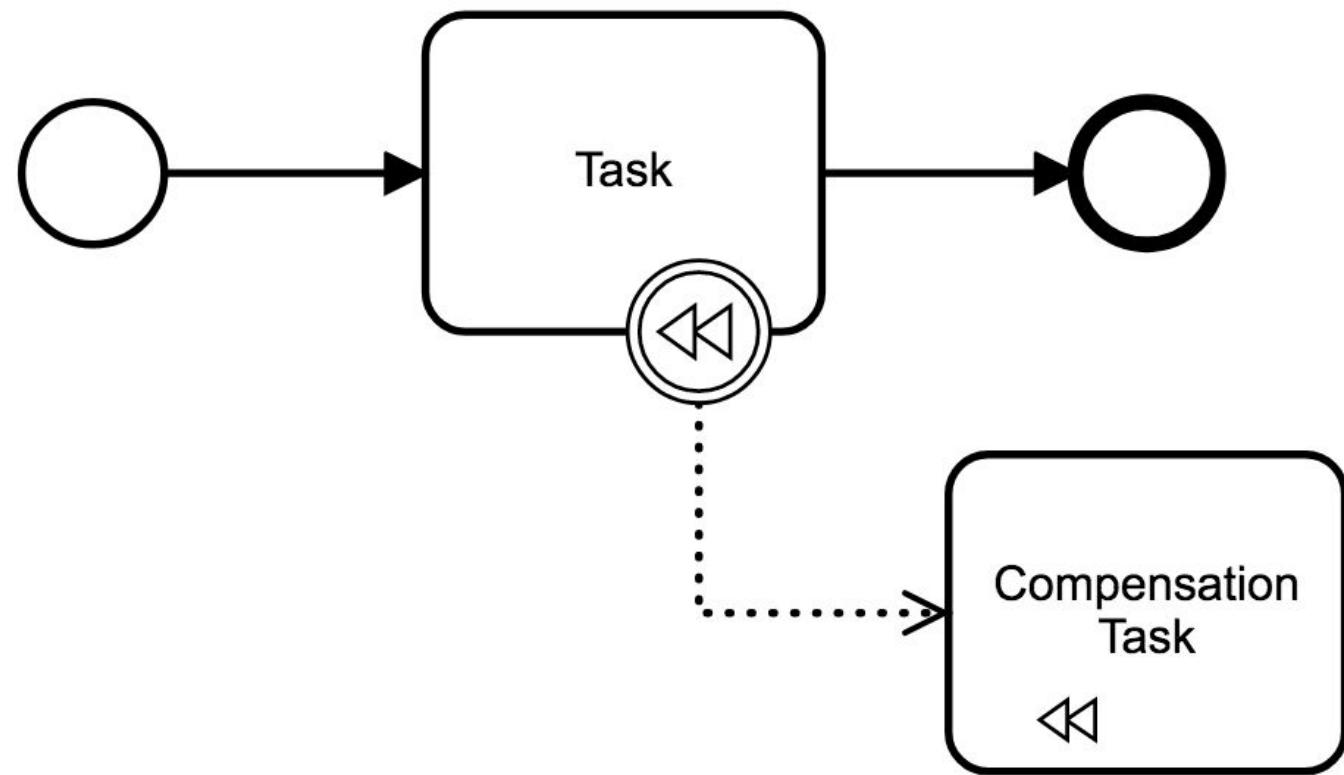
# BPMN Theory

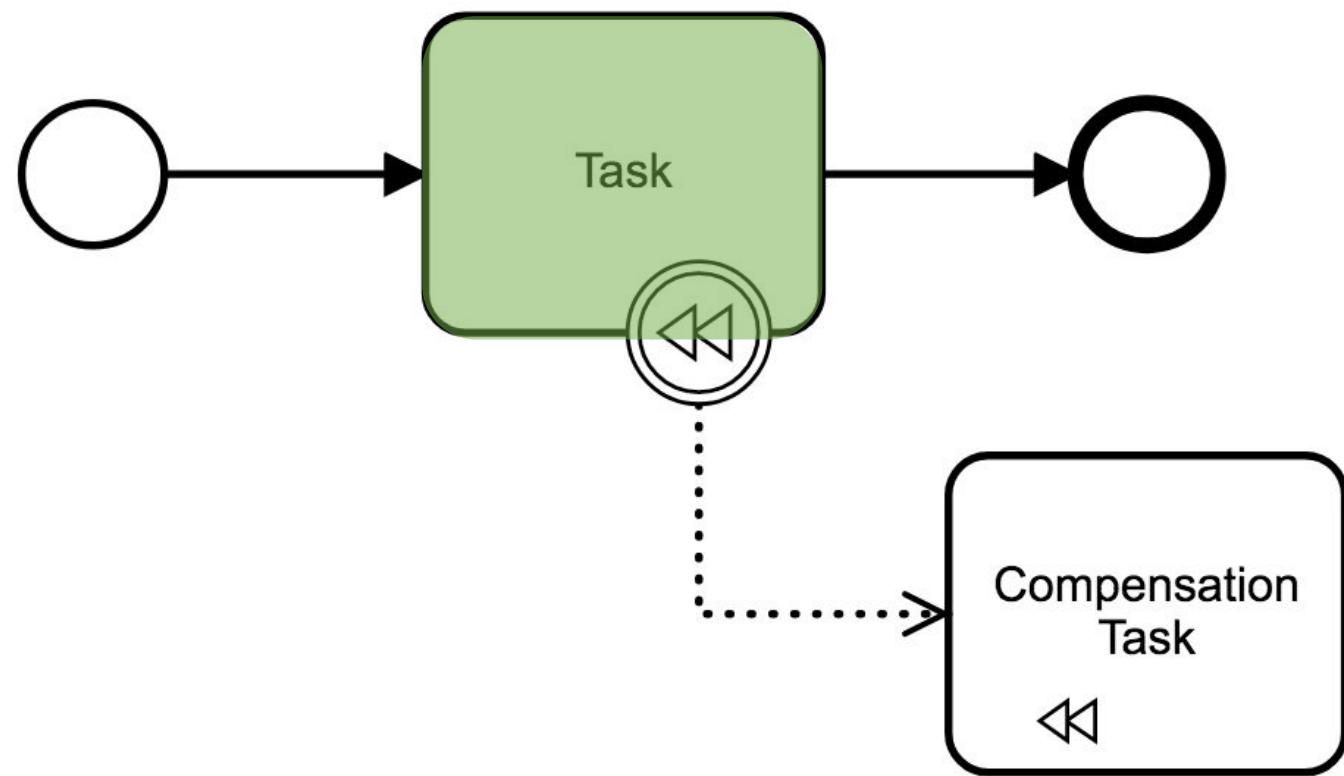
process camp

# Compensation Event



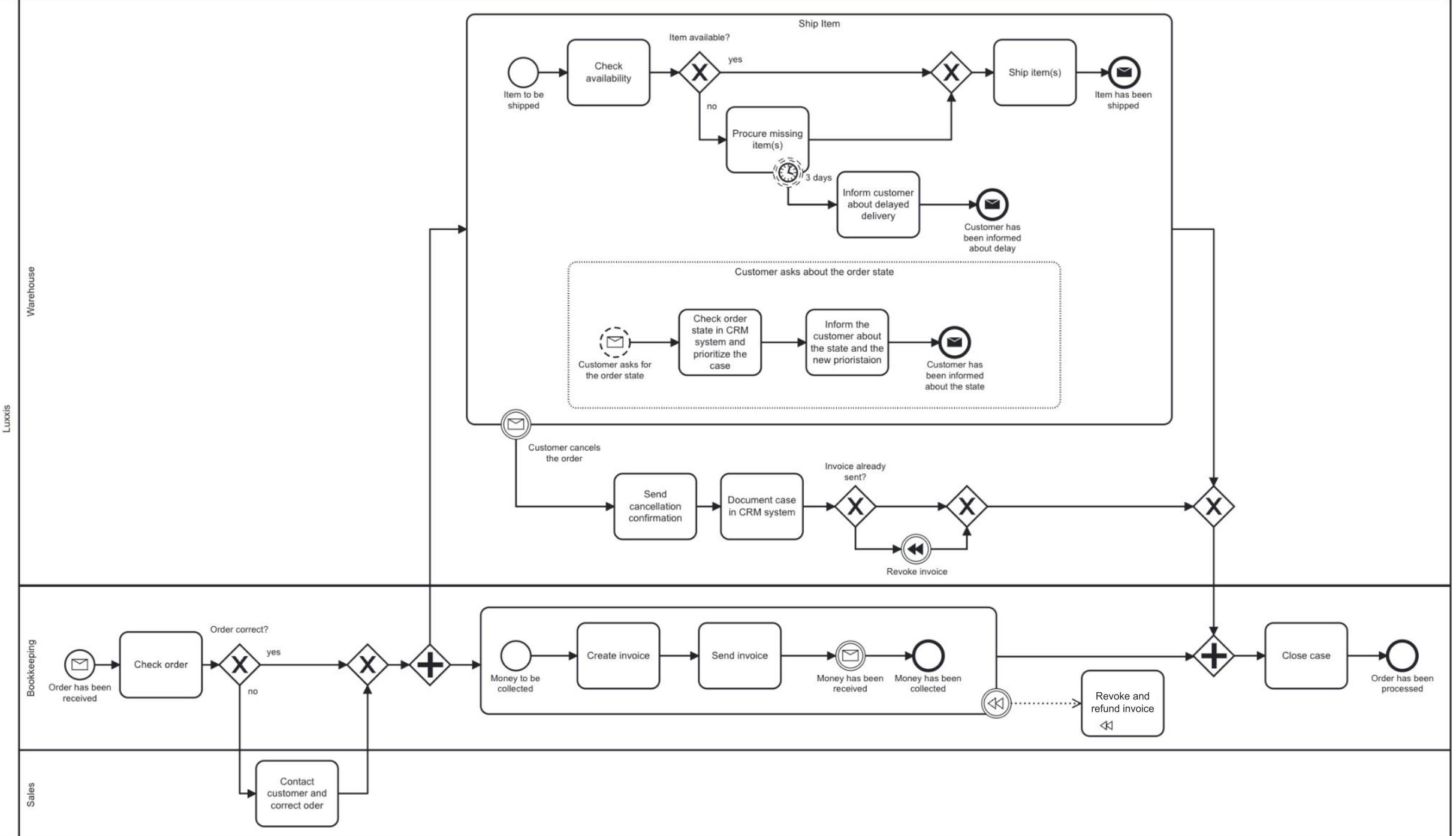
- Is utilized to undo tasks that were already completed
- Task to be undone have to be completed already

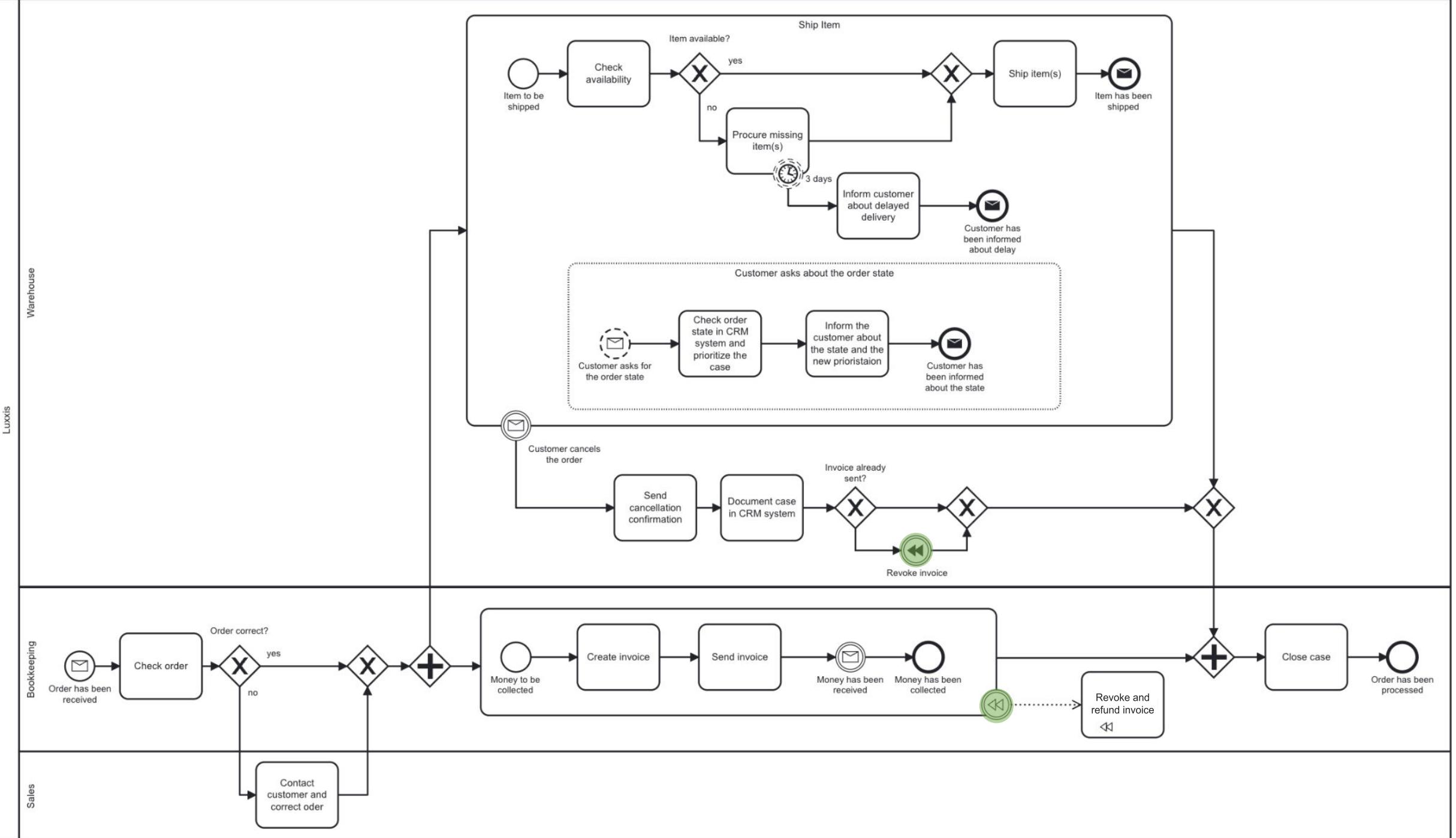


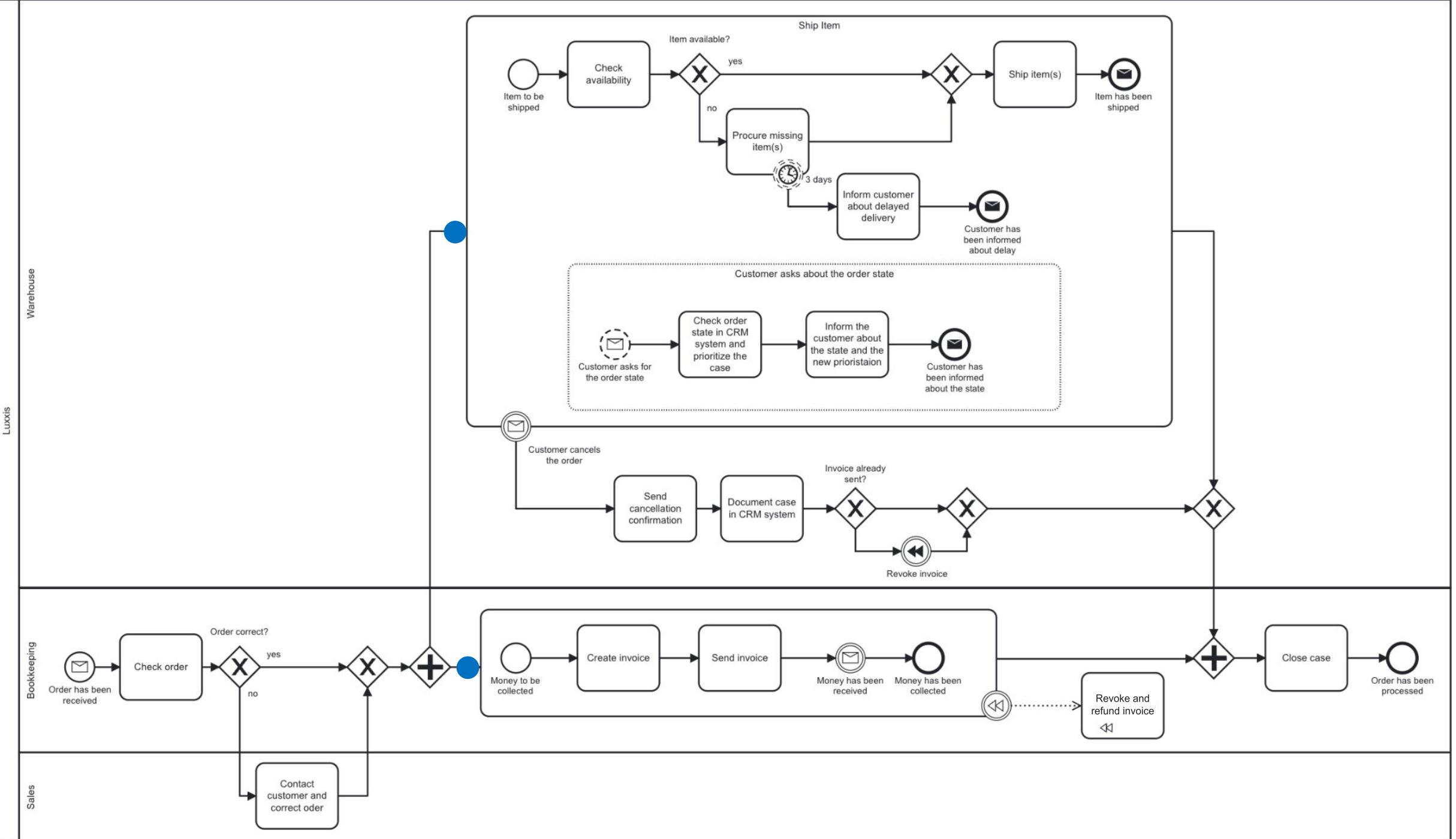


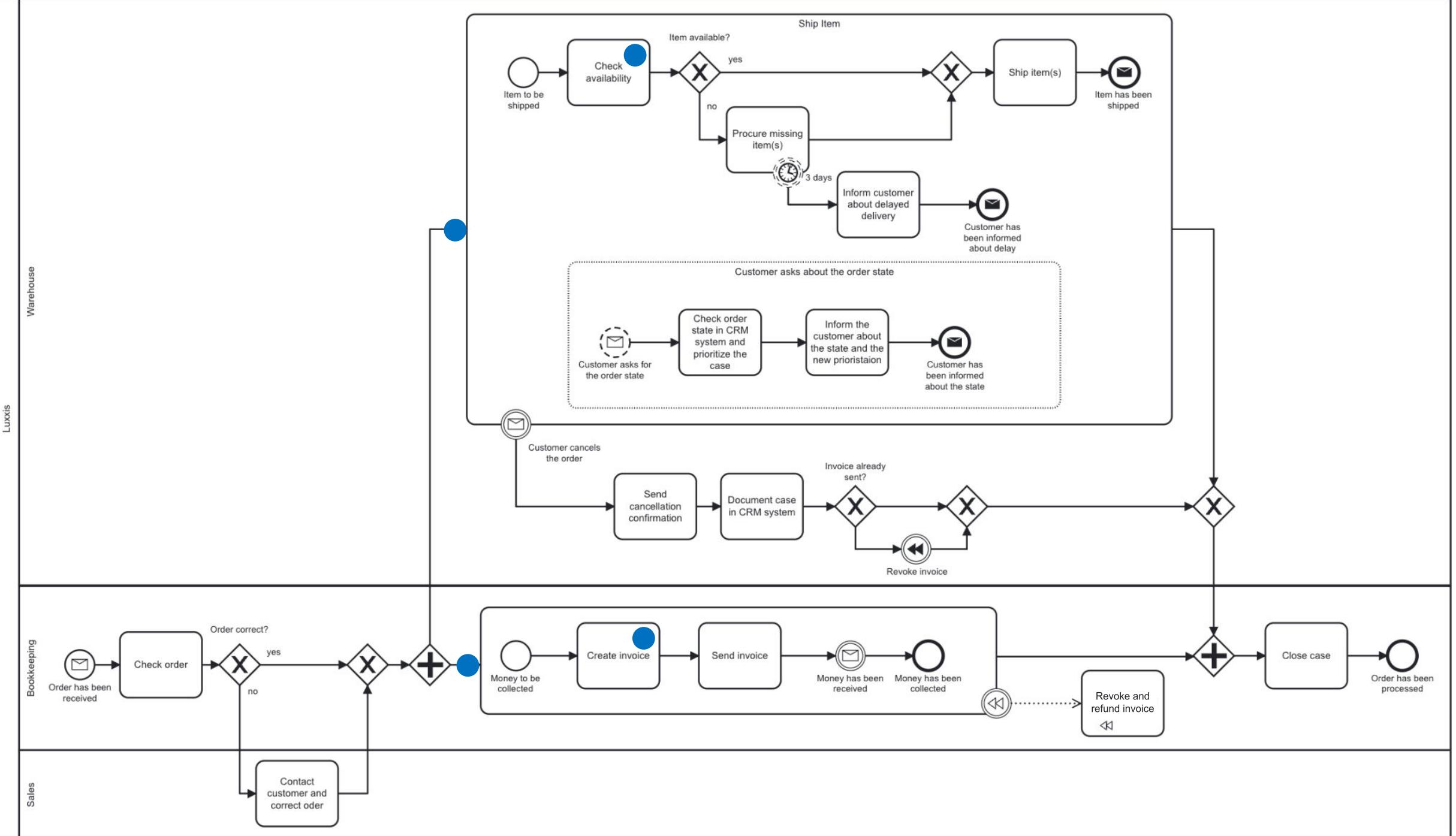


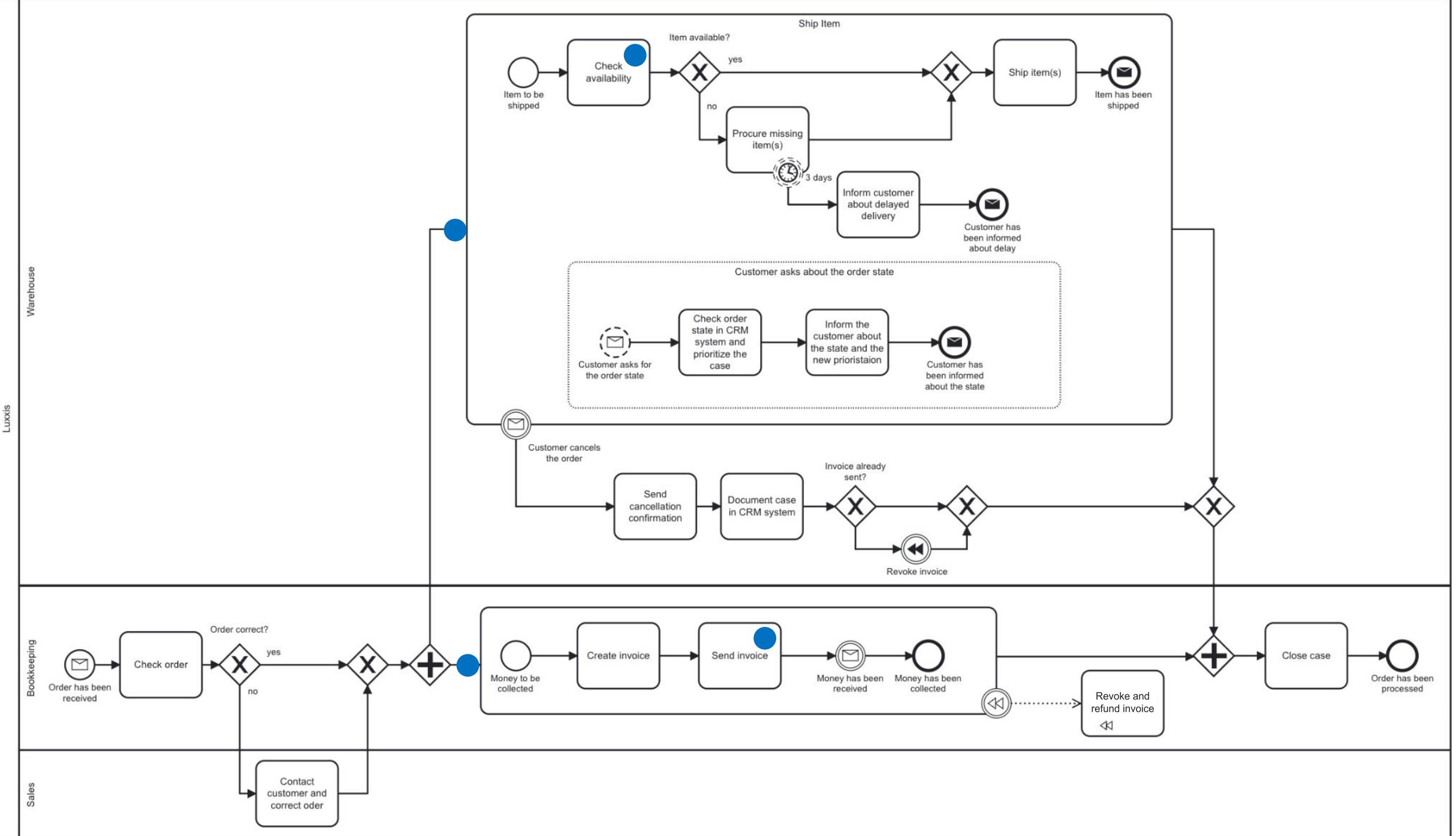
With this new concept we can further  
enhance Luxxis' order process!

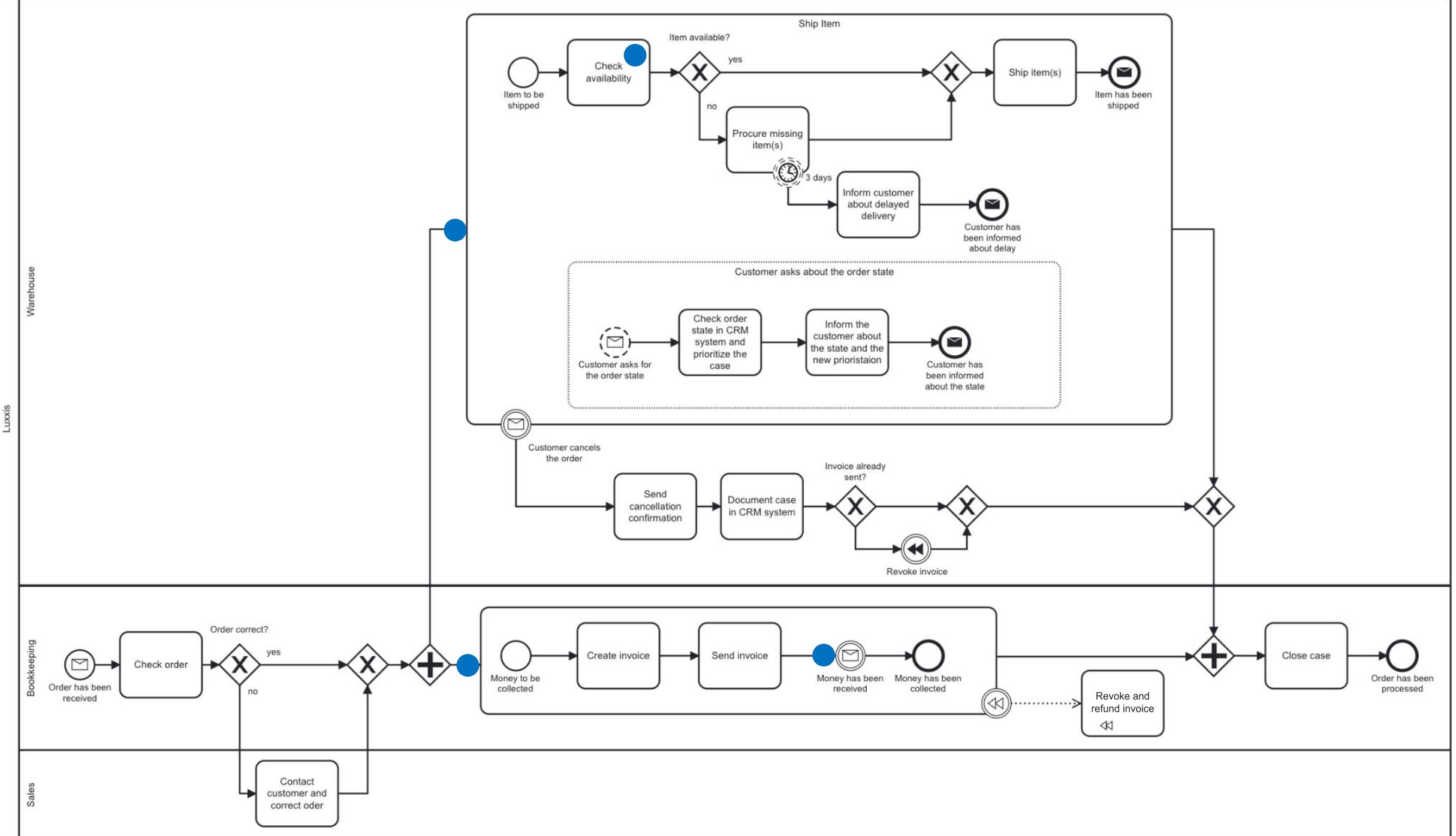


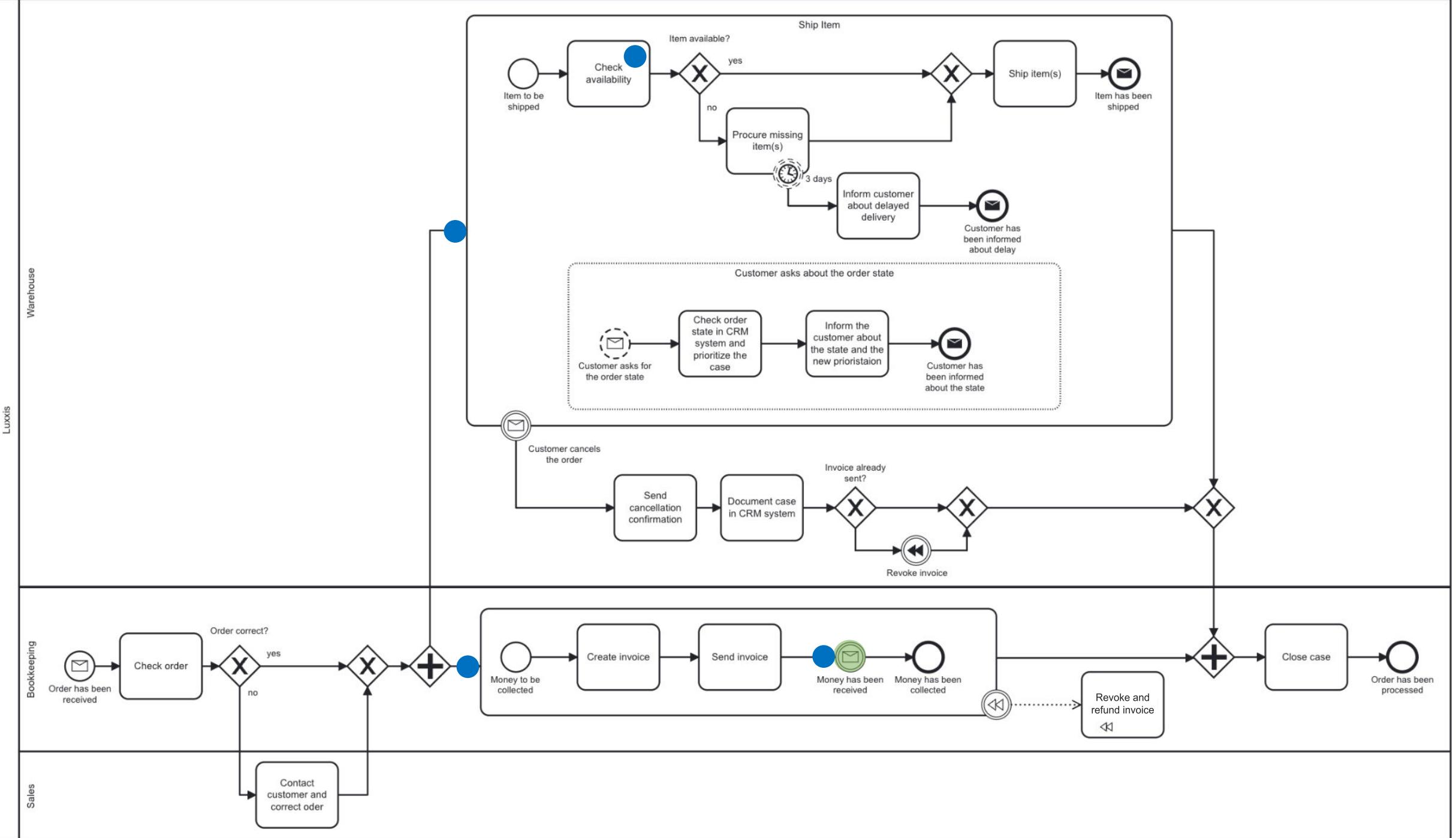


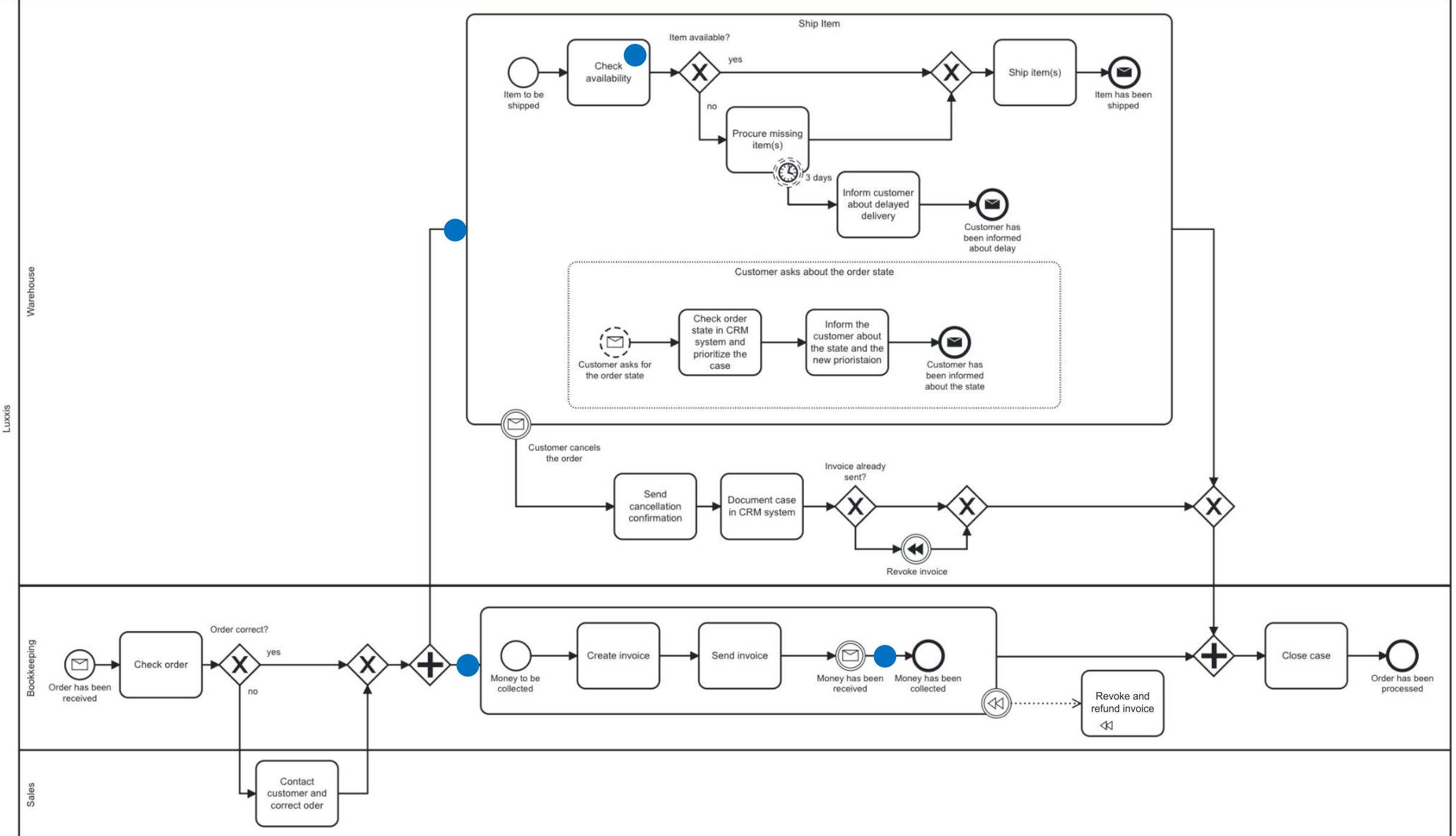


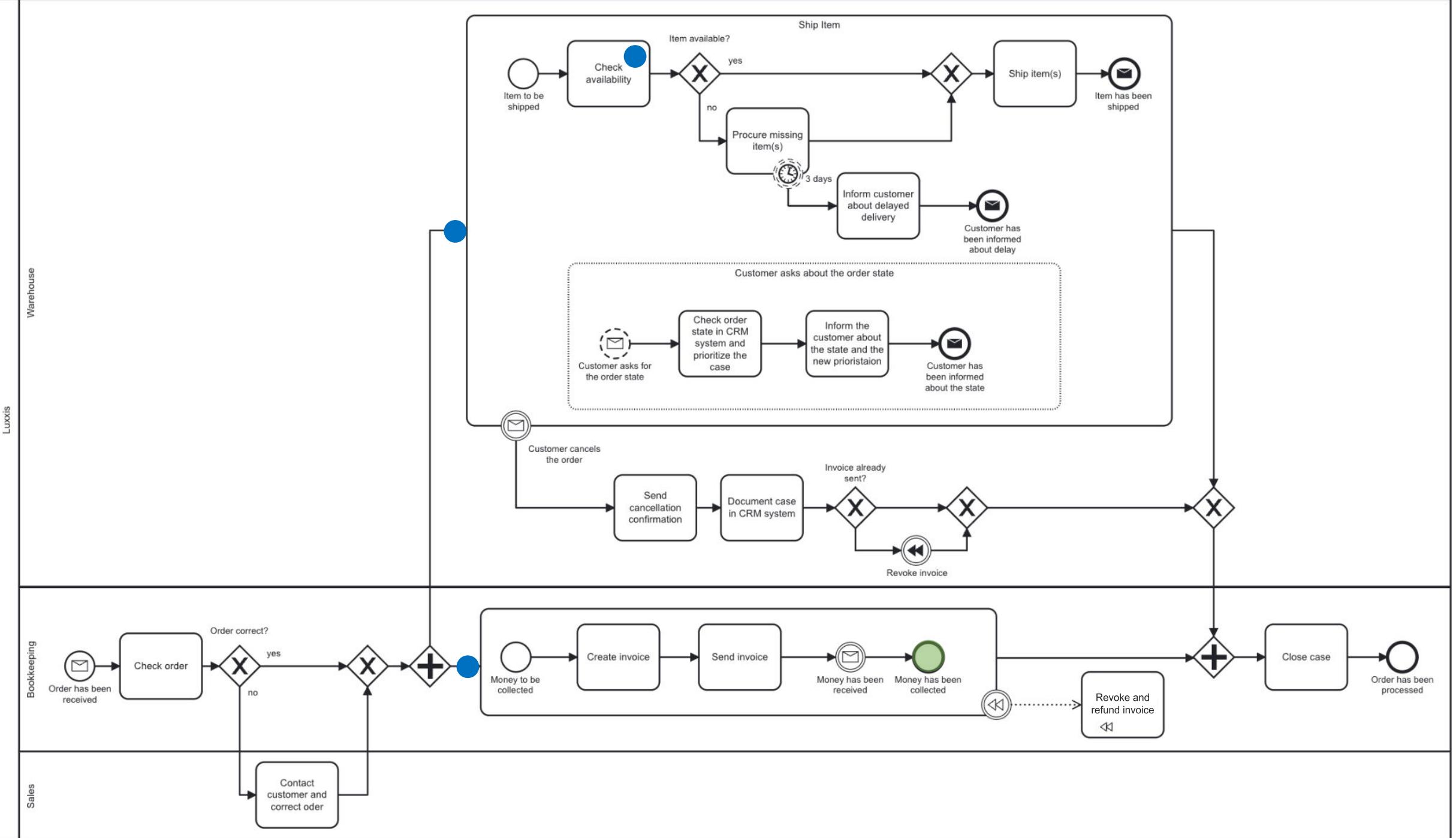


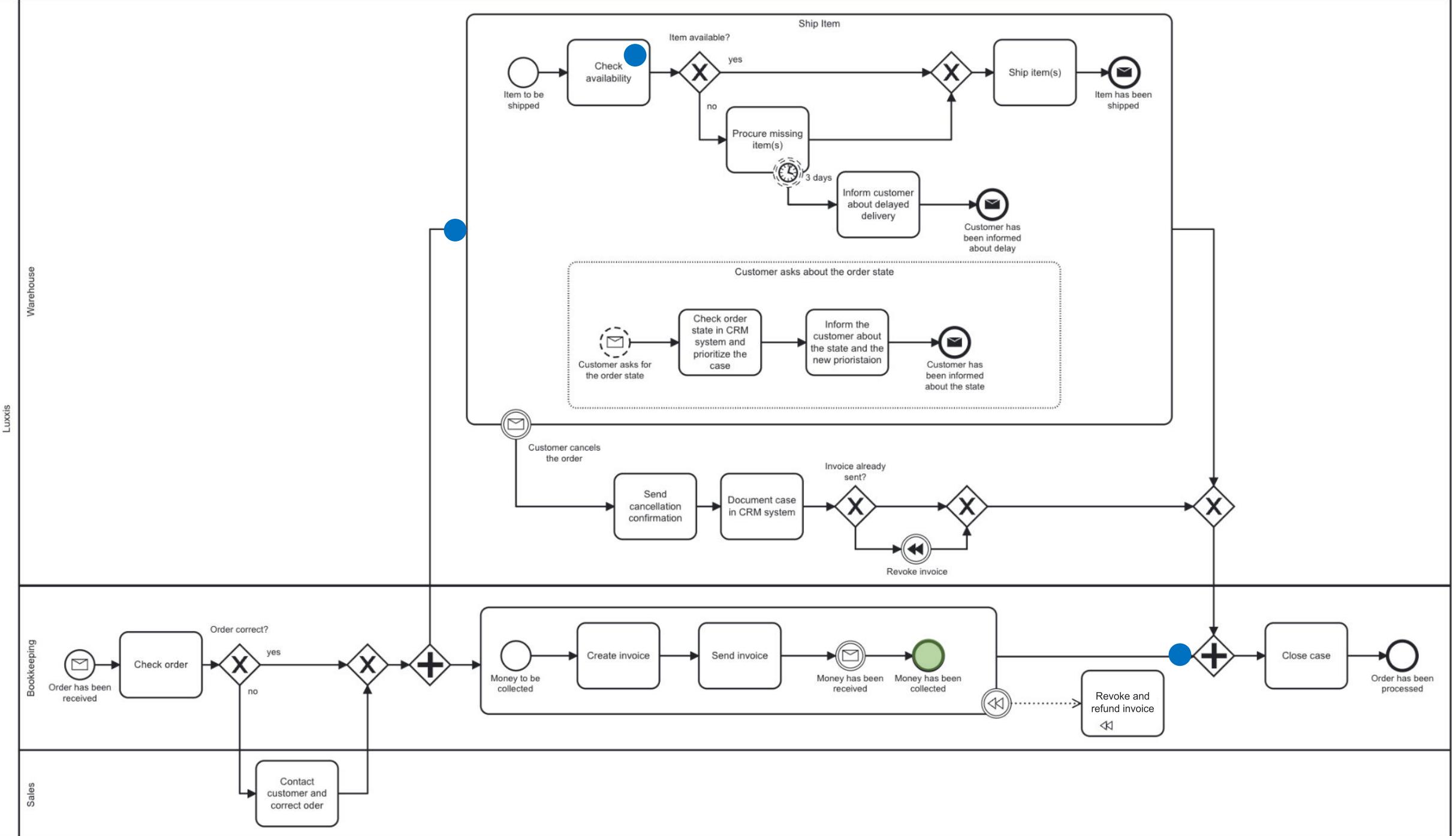


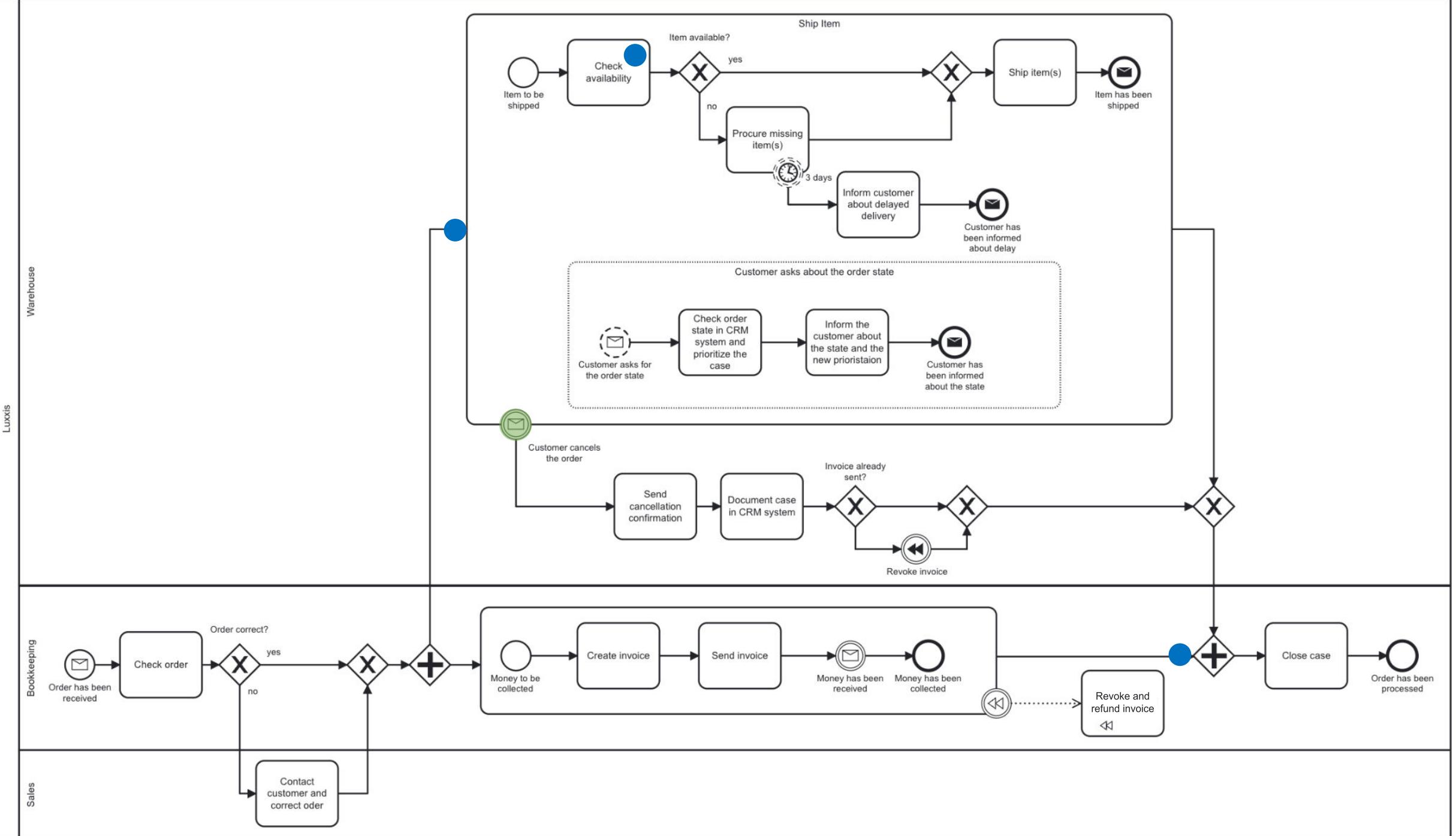


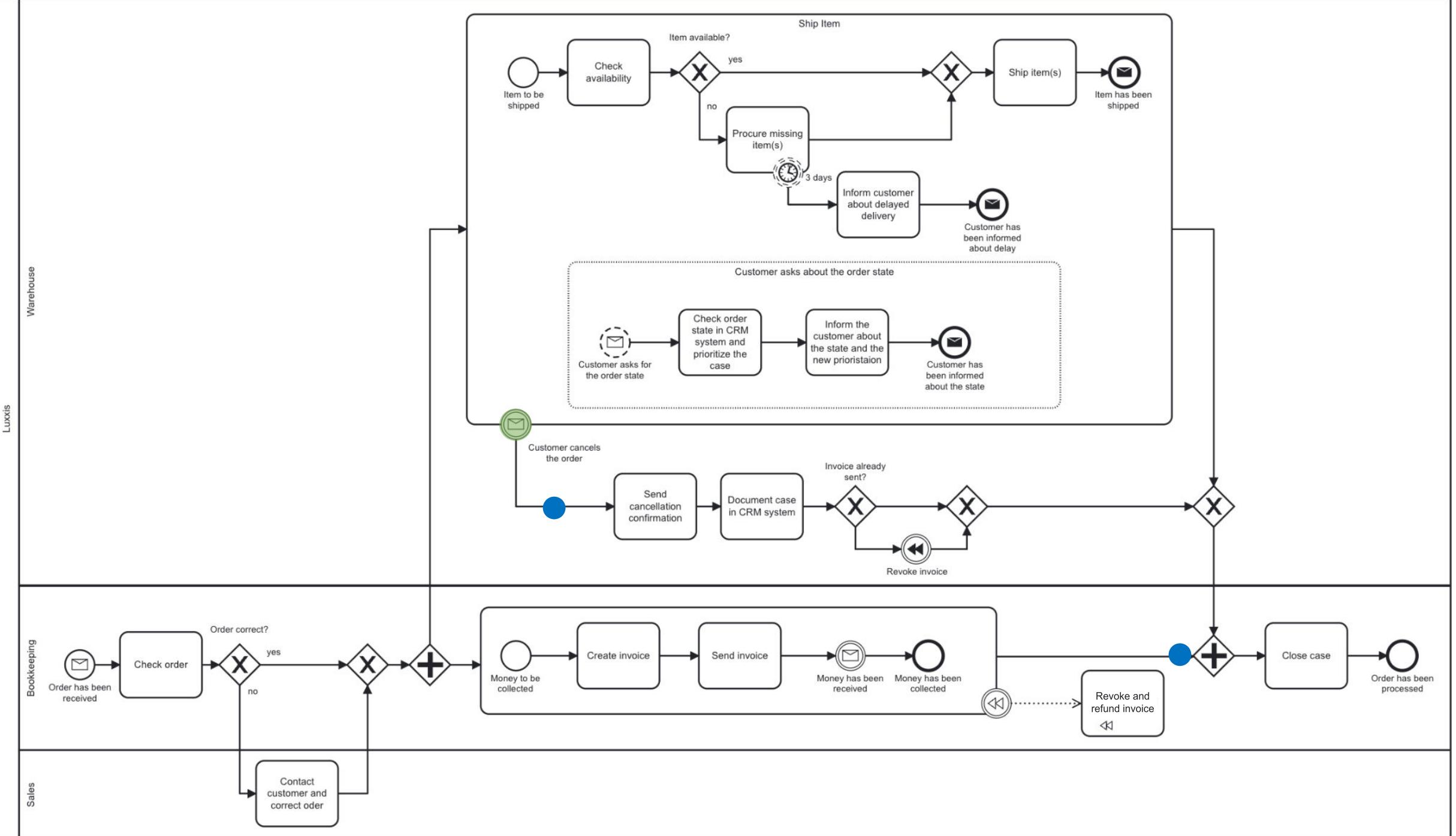


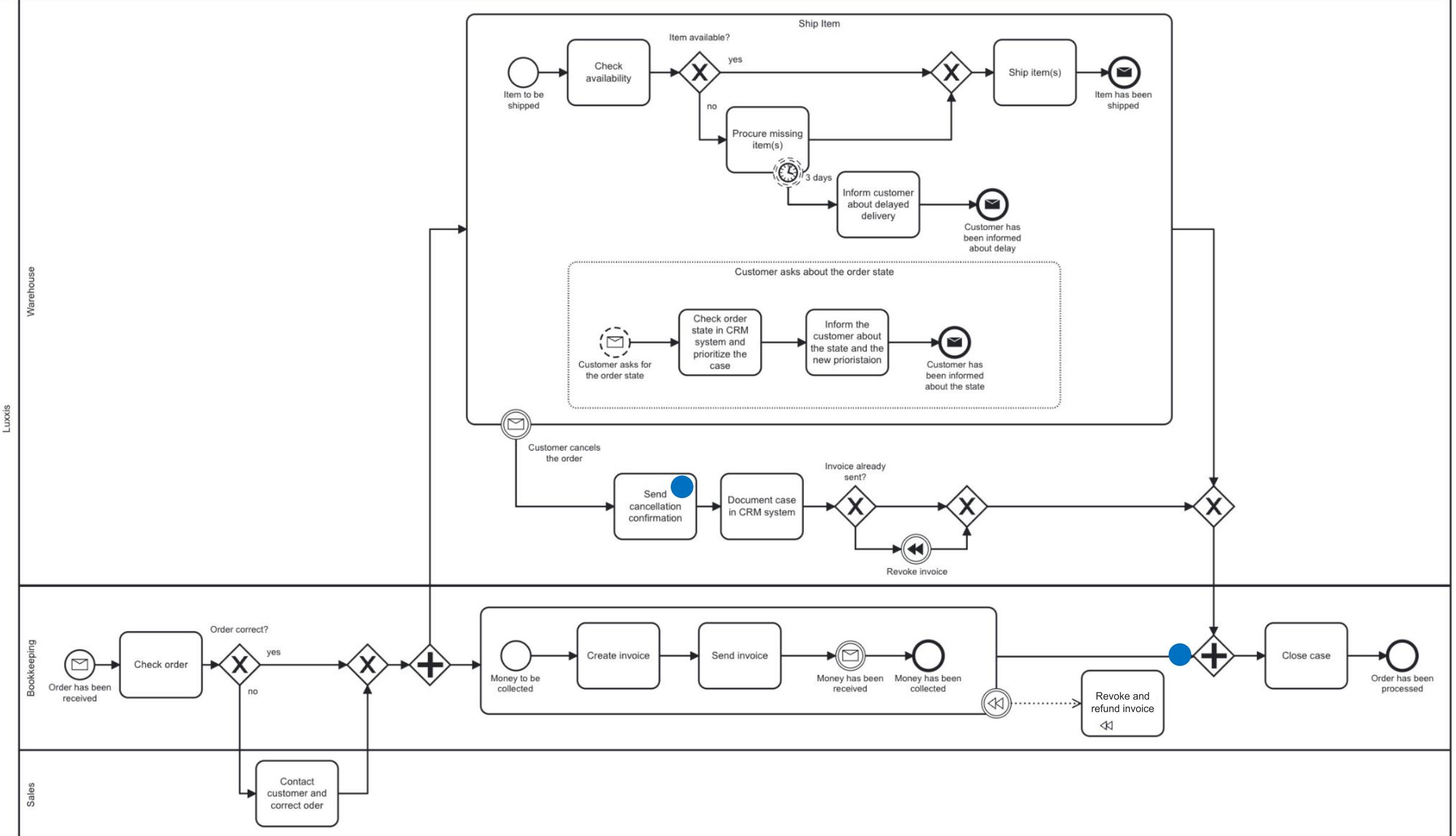


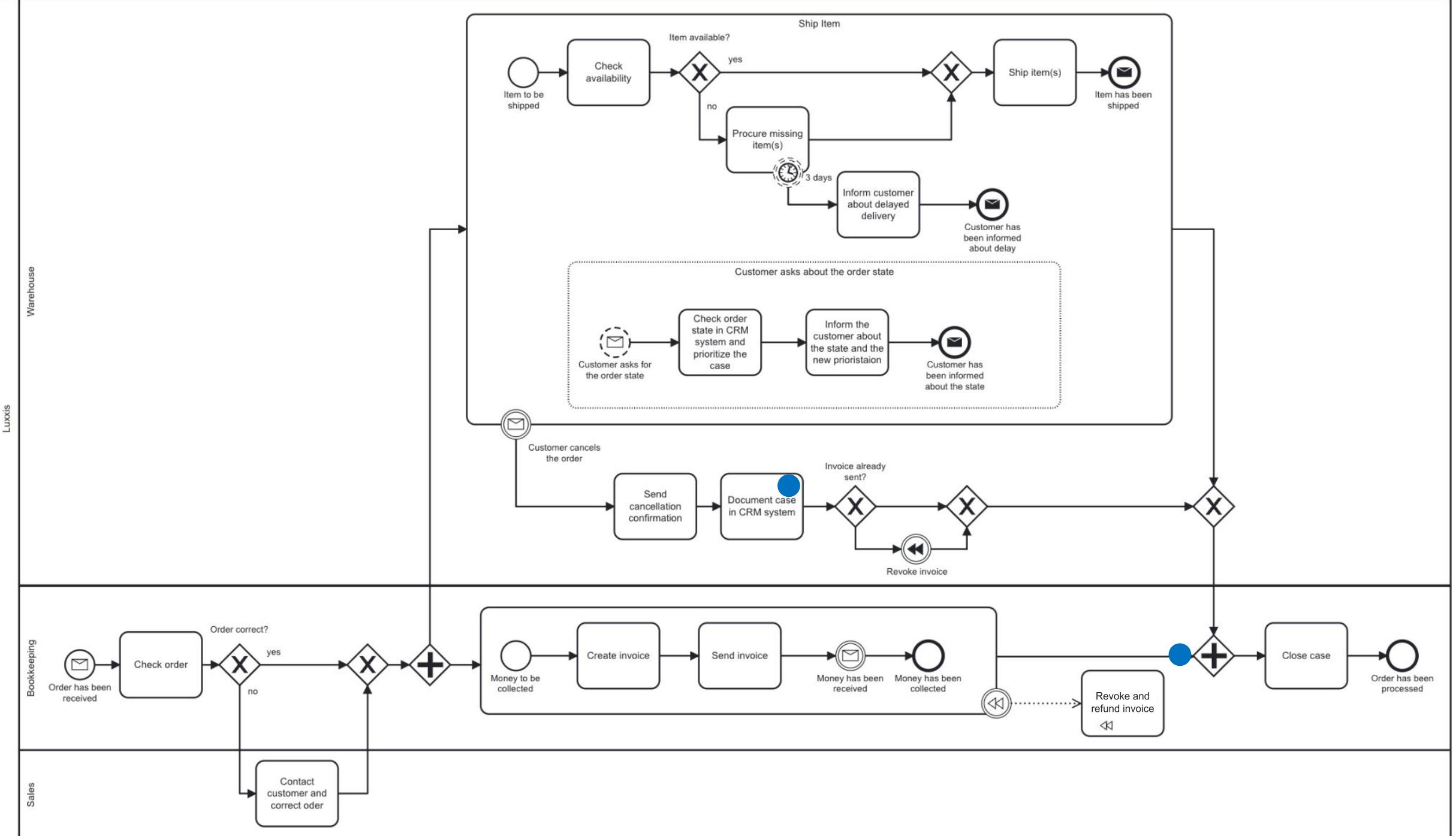


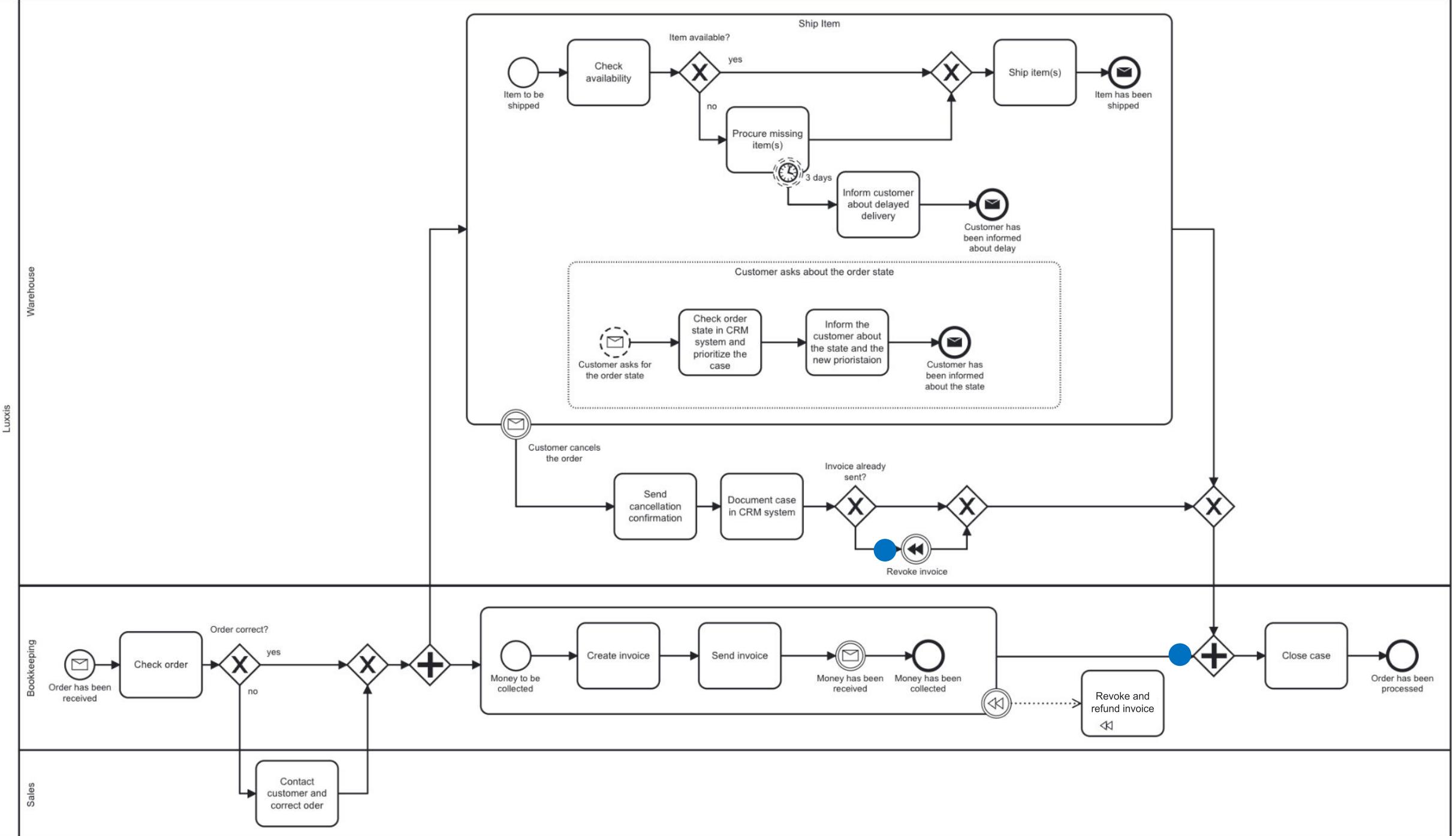


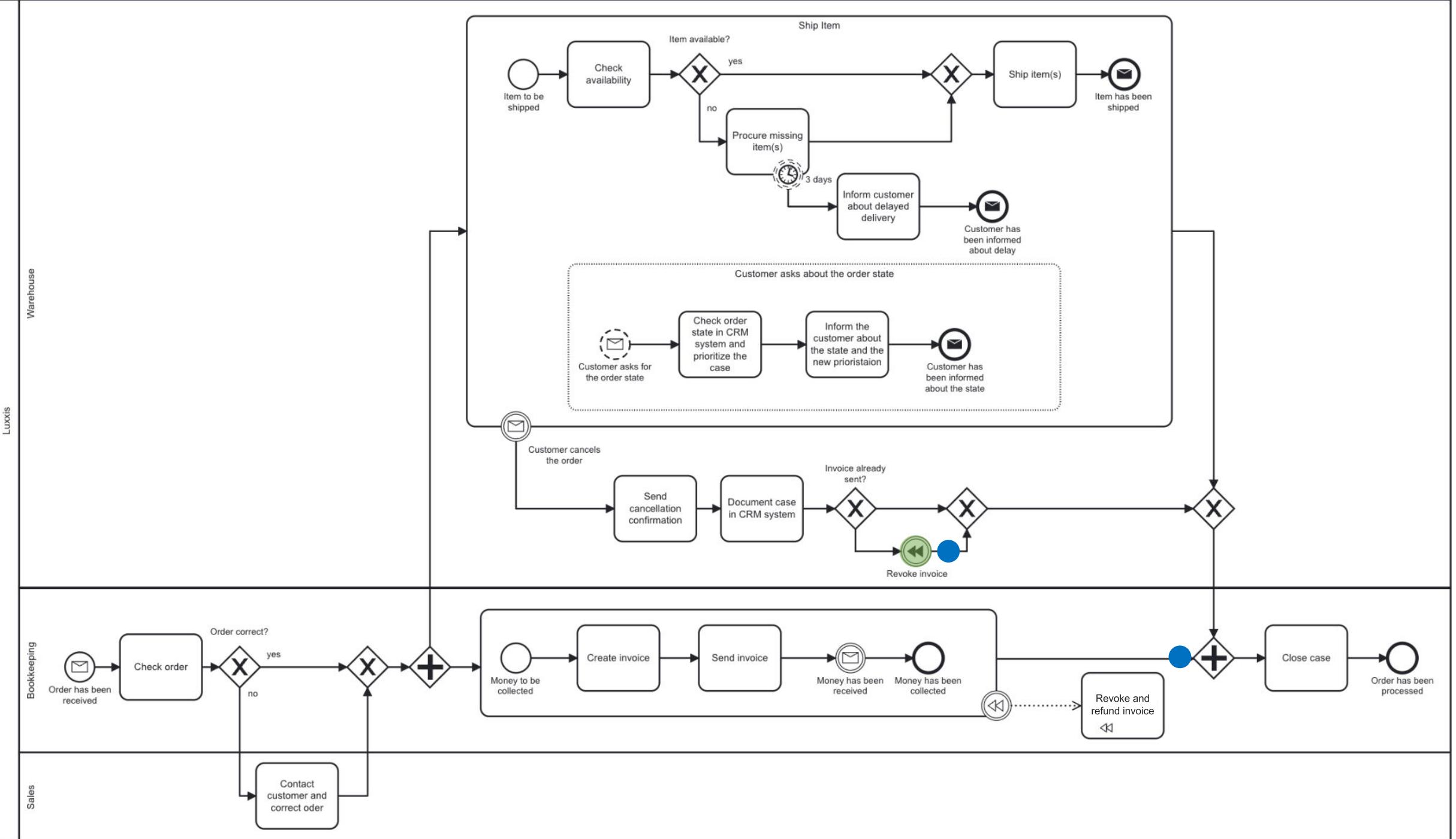


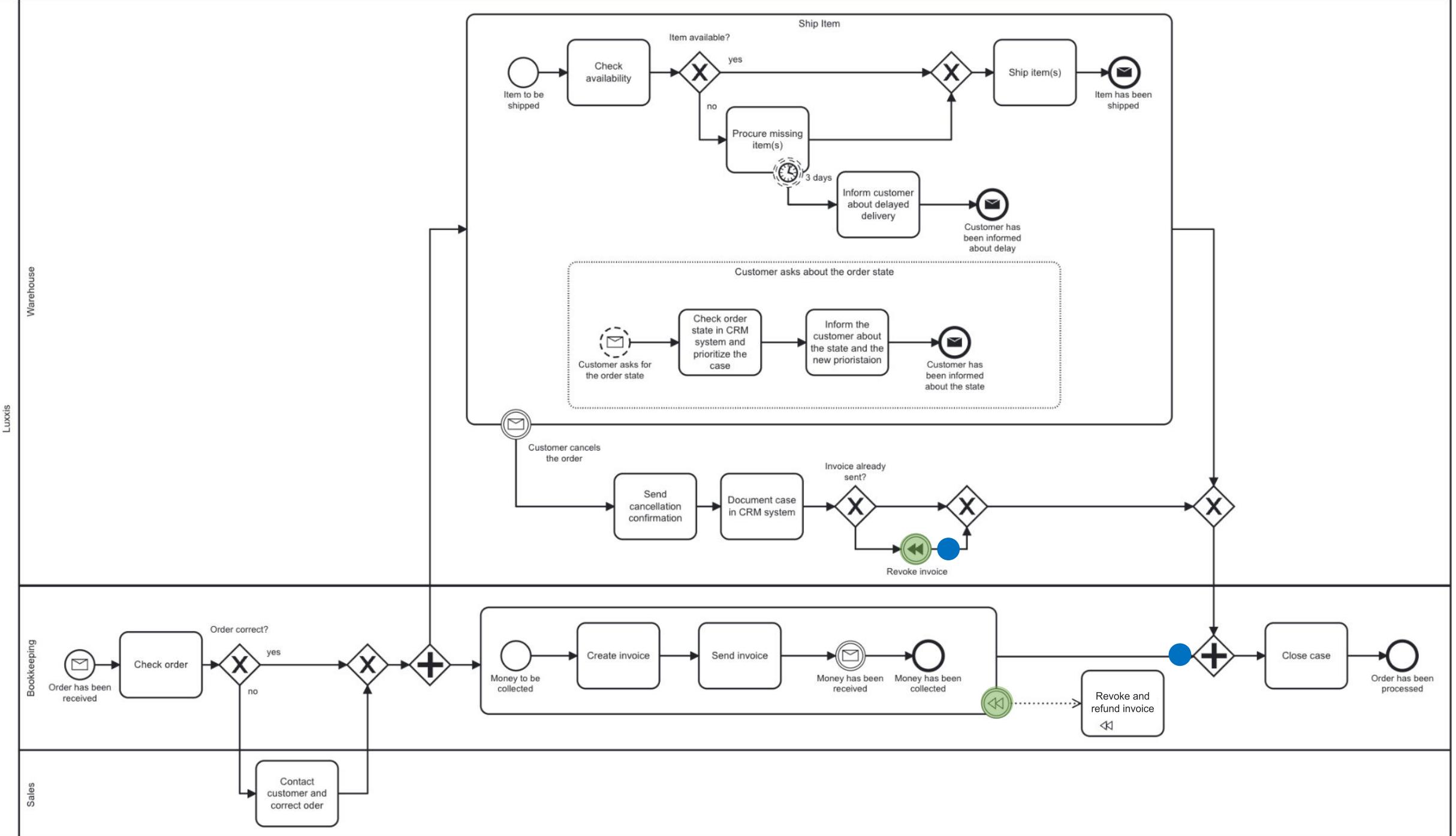


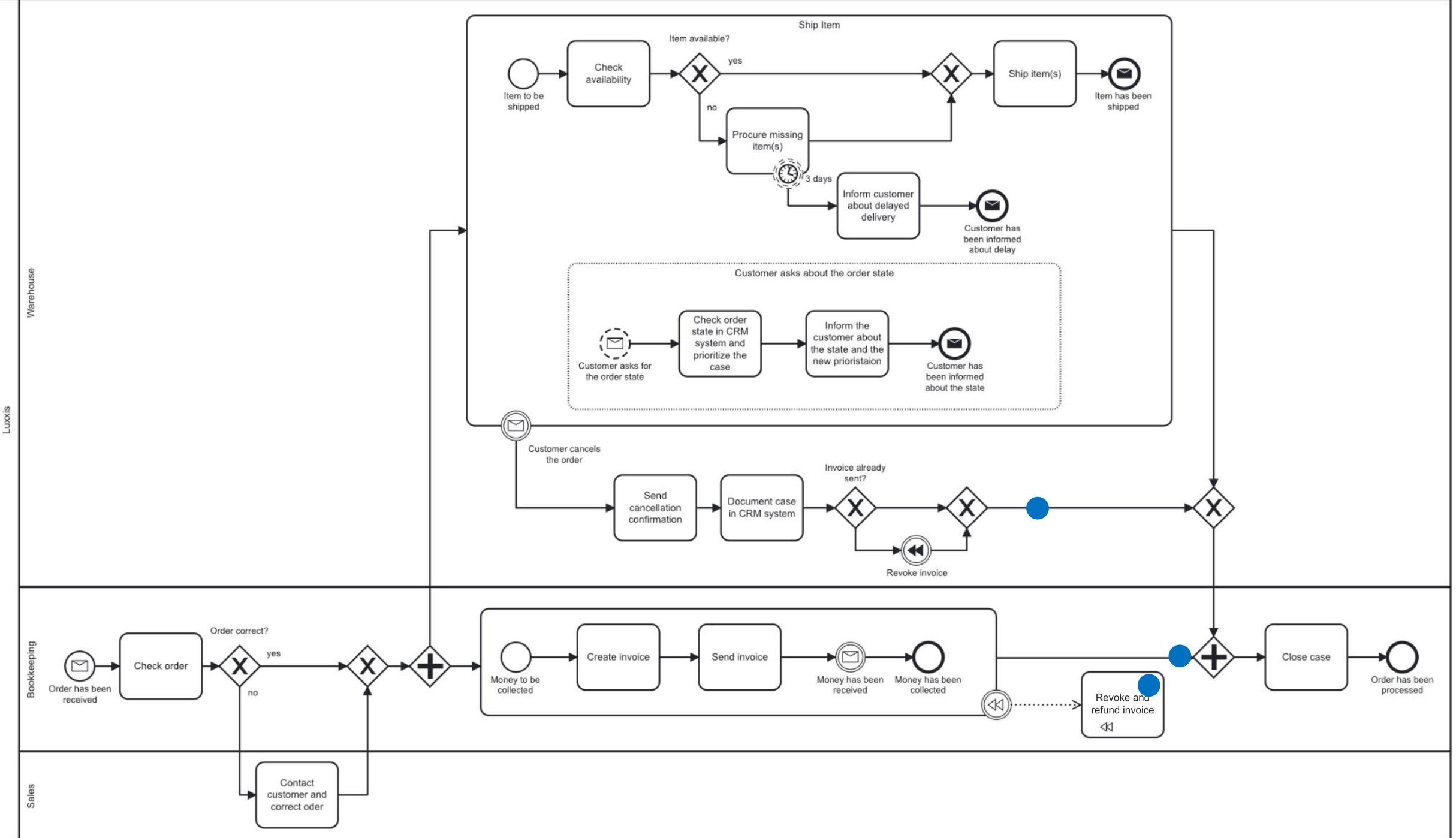


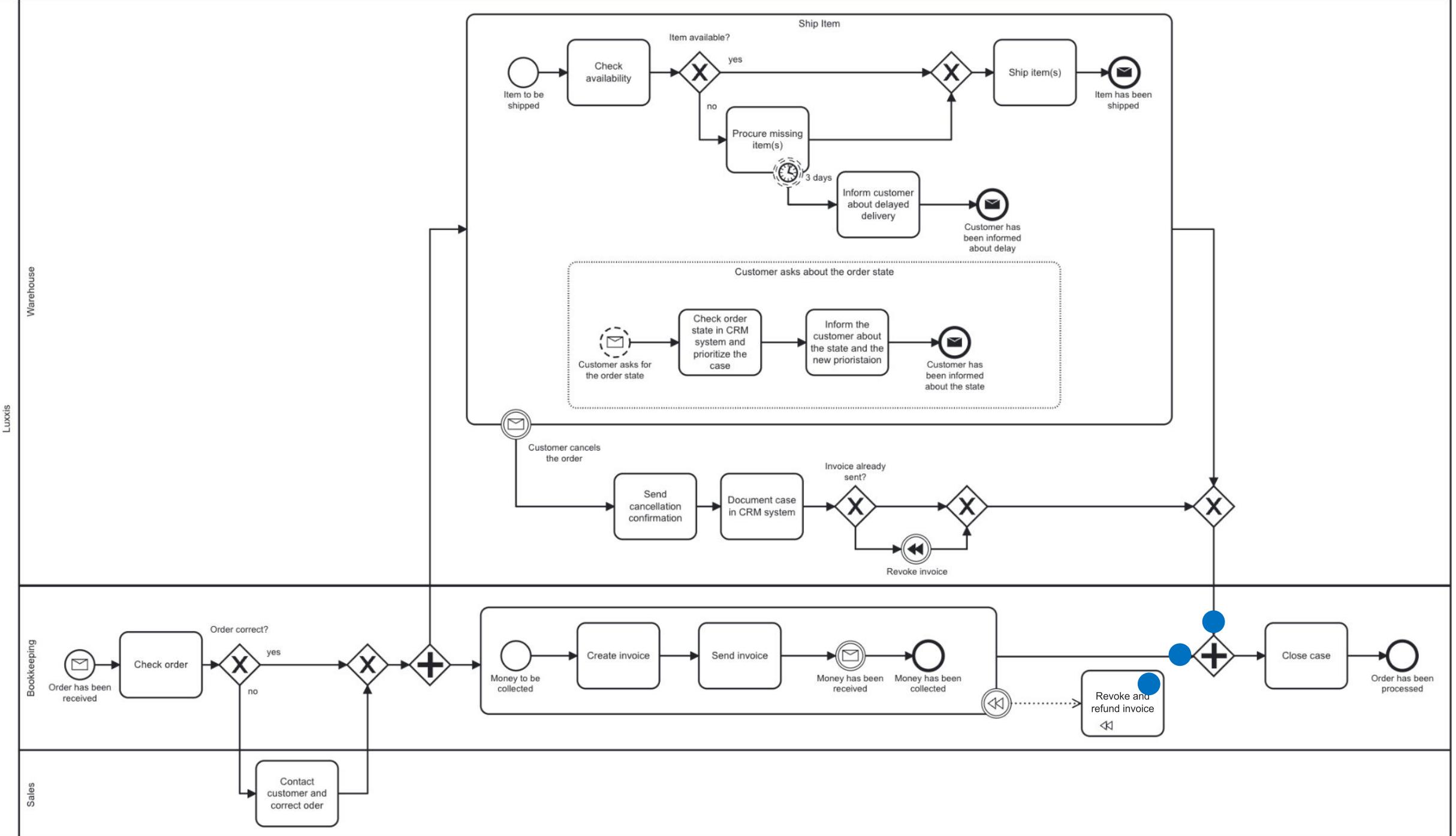


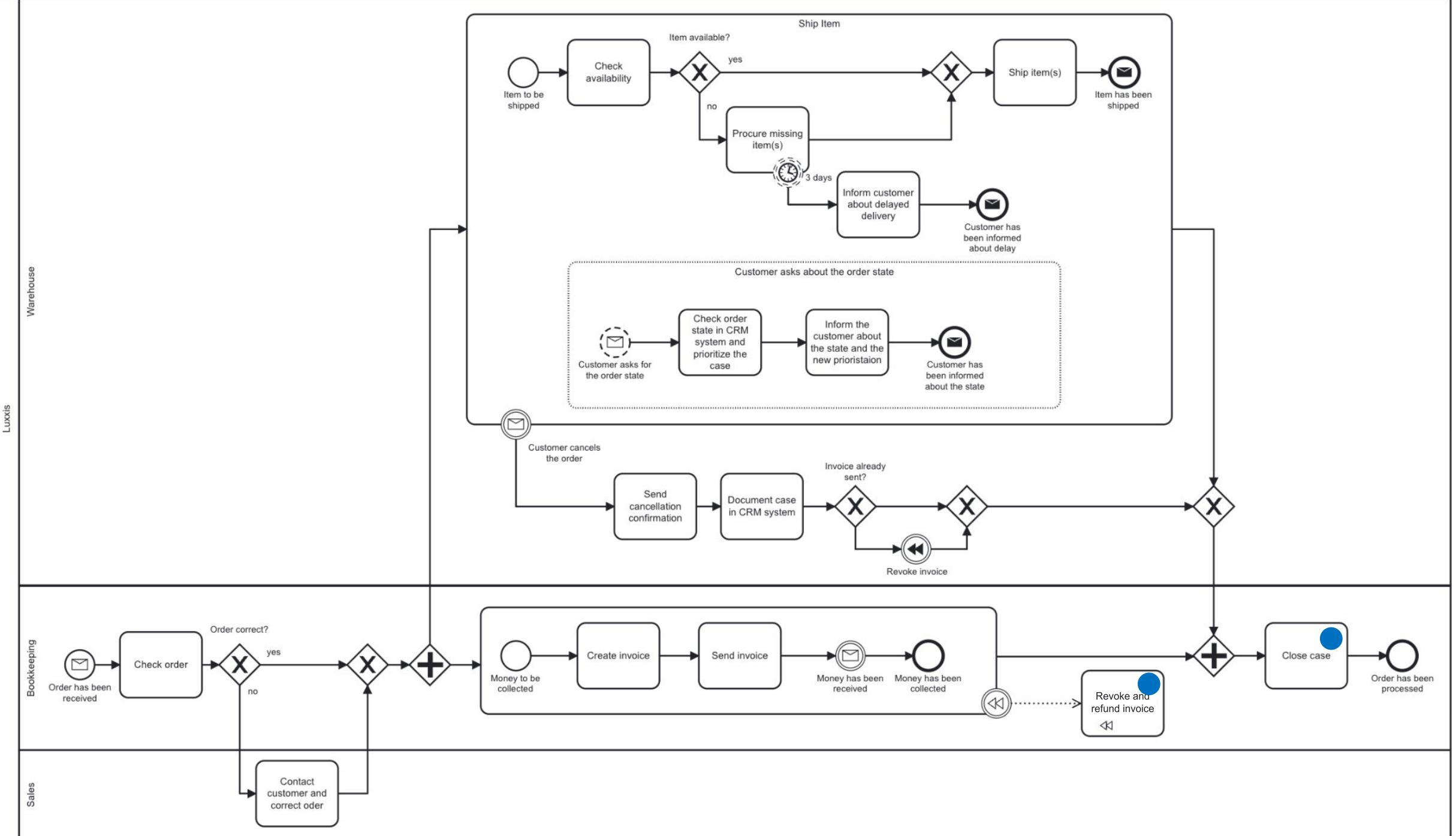


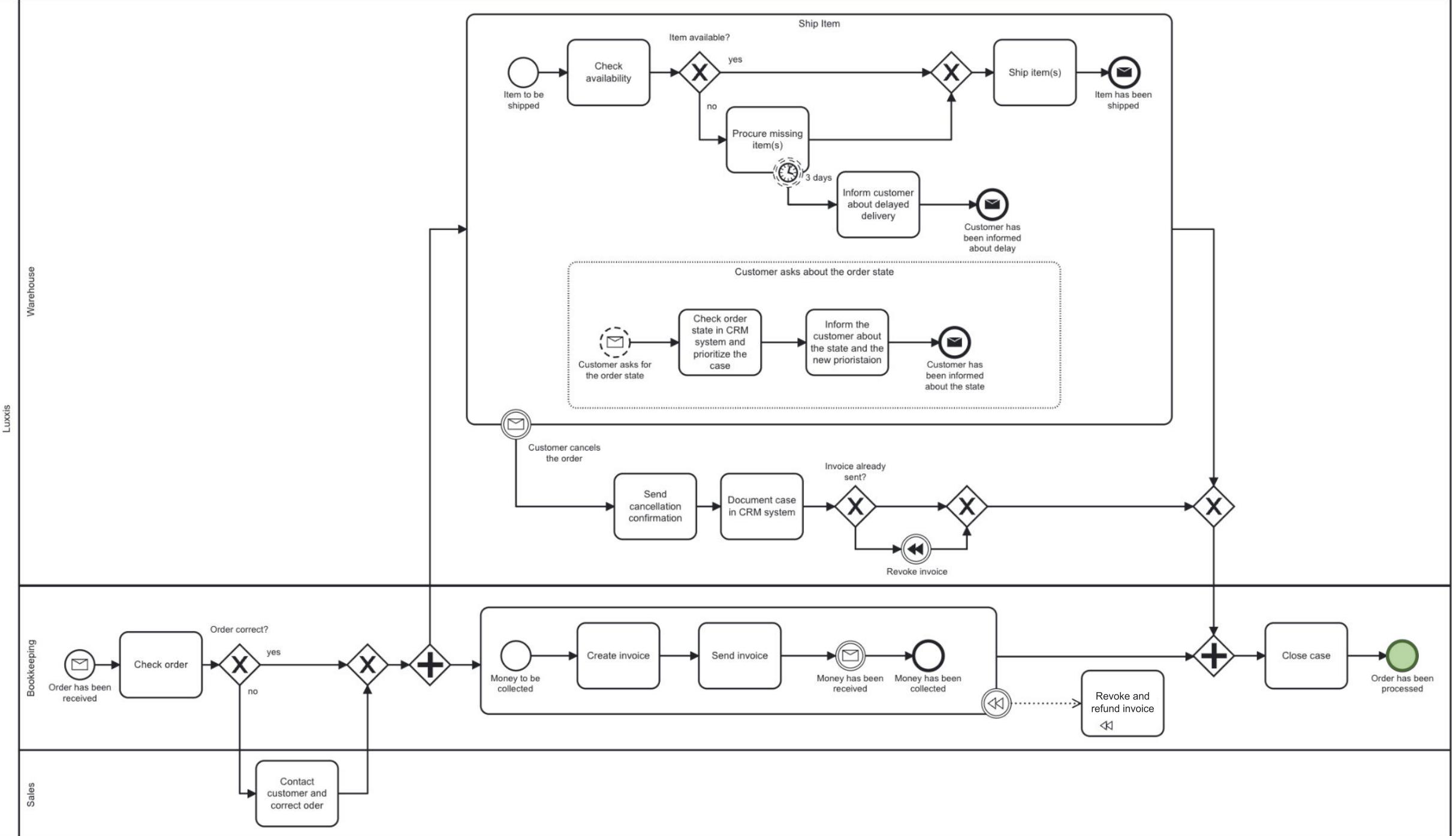












Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

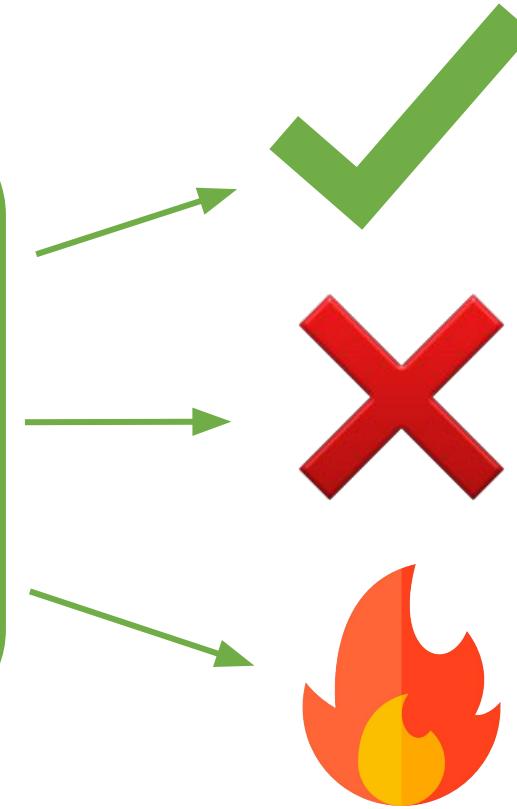
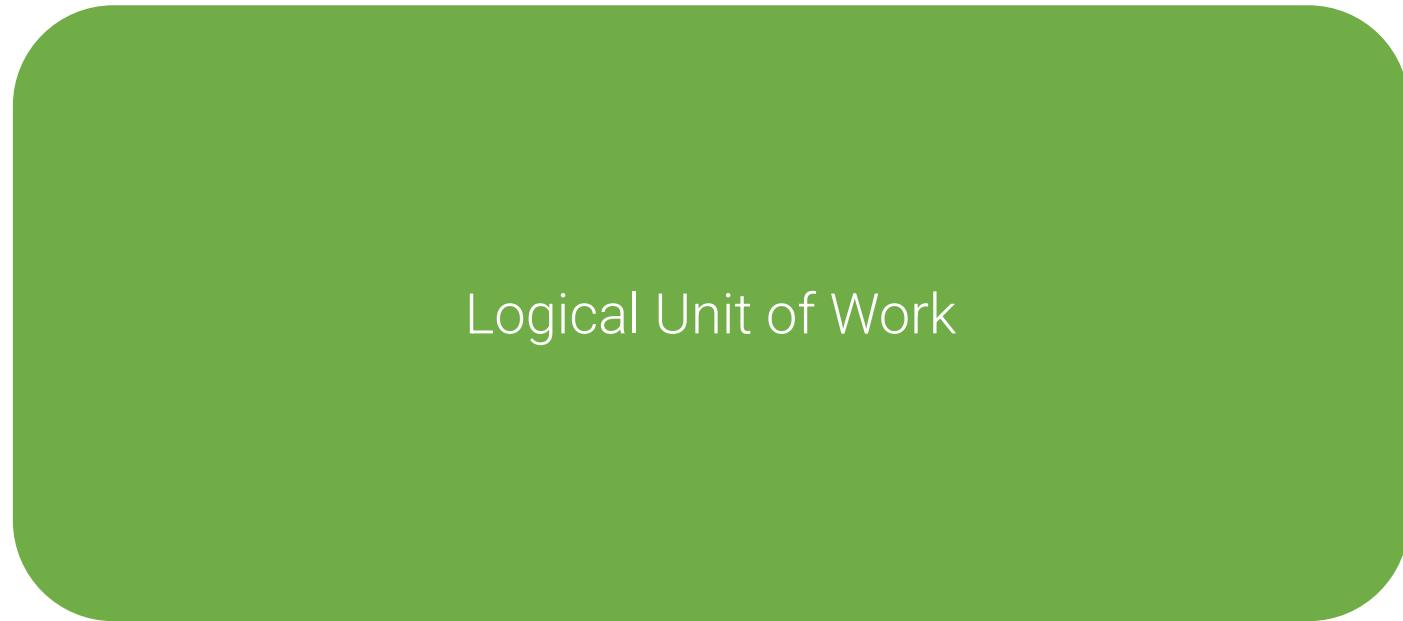
# BPMN Theory

process camp

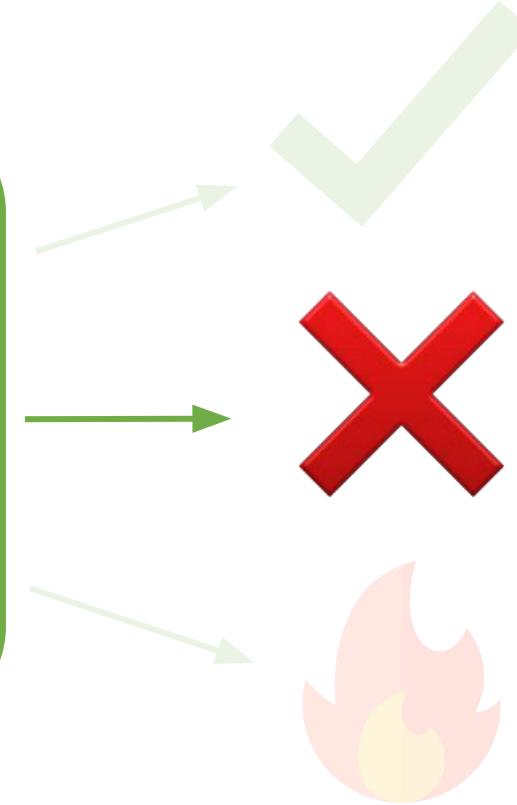
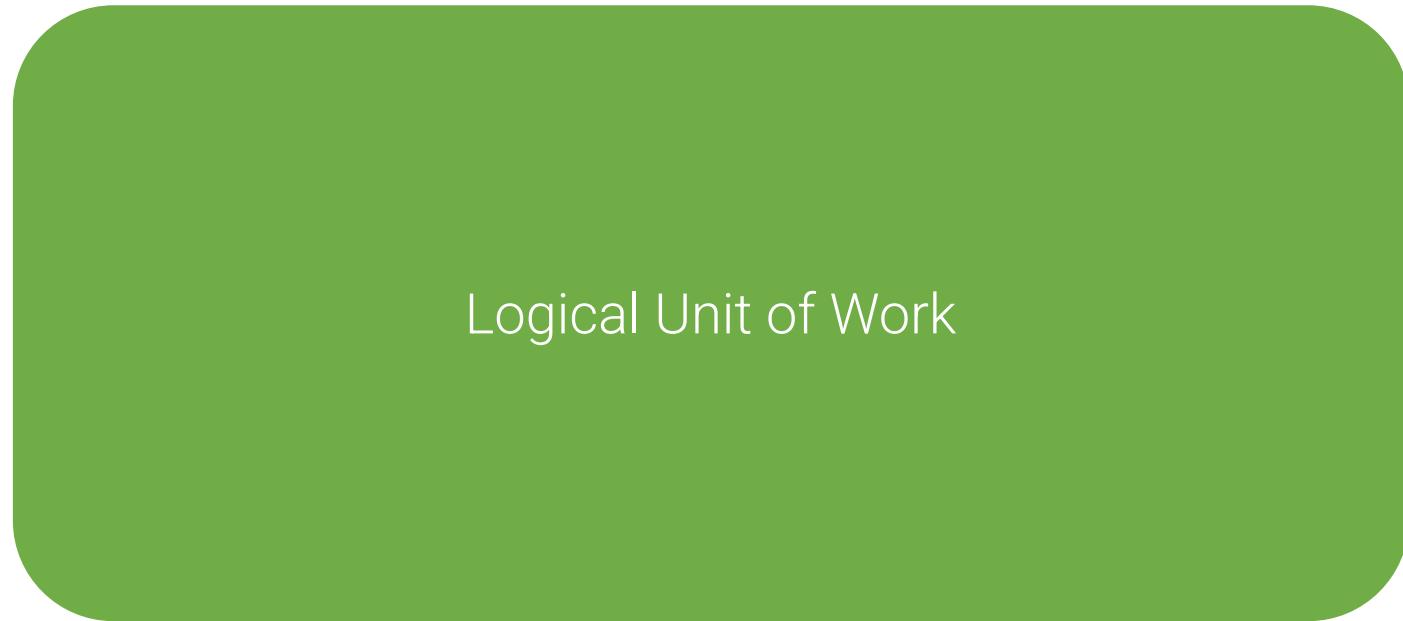
# Cancel Event



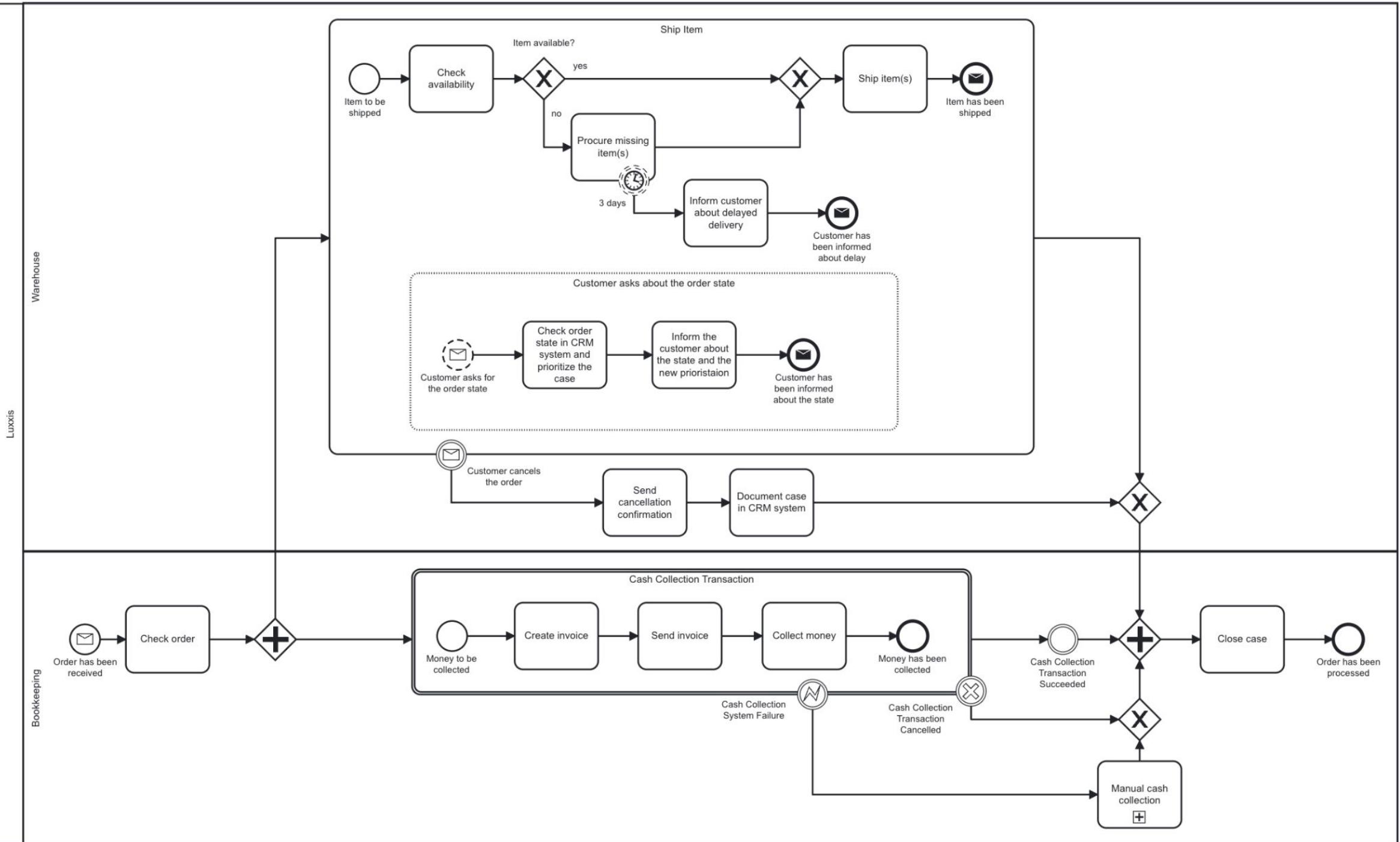
- Cancels a transaction task or subprocess

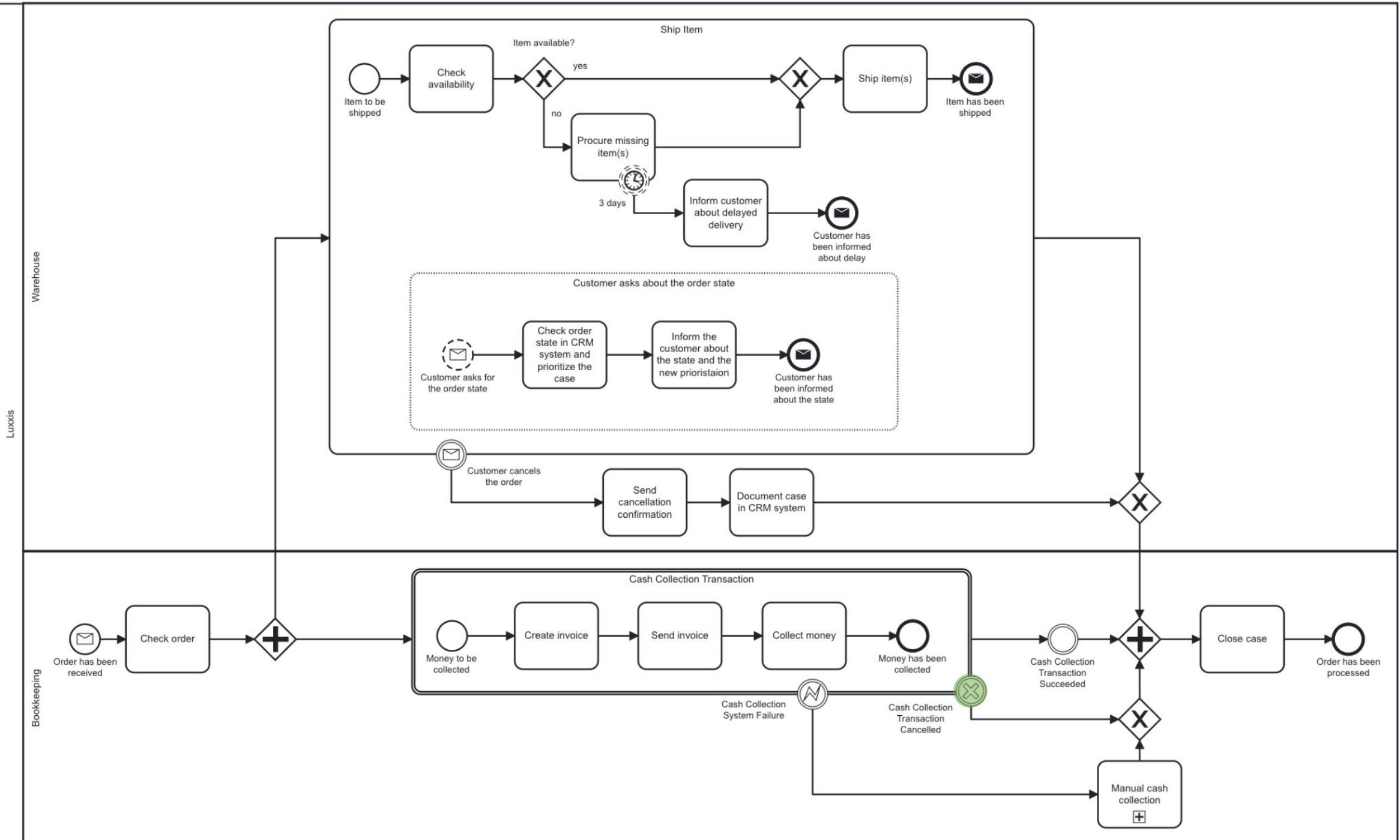


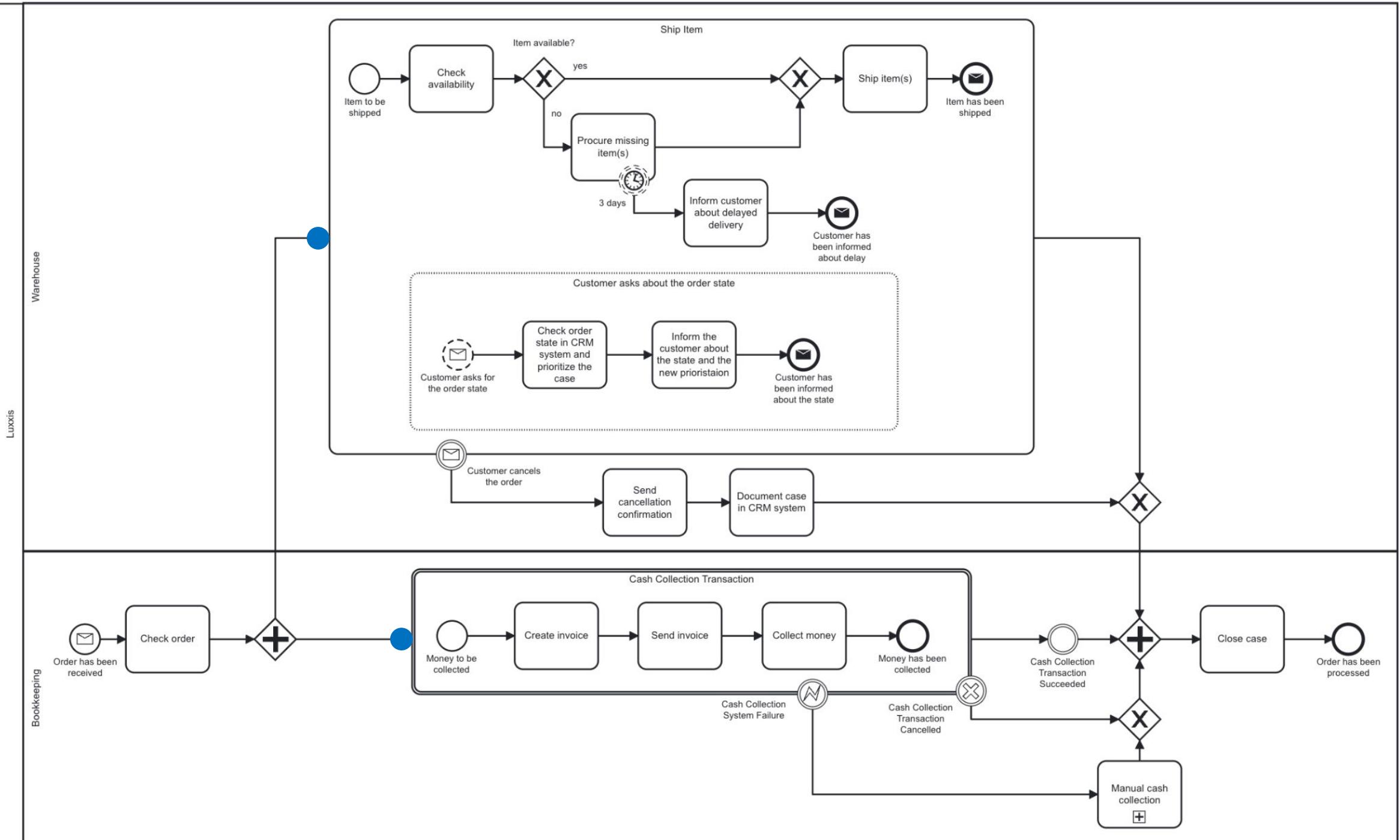
process camp

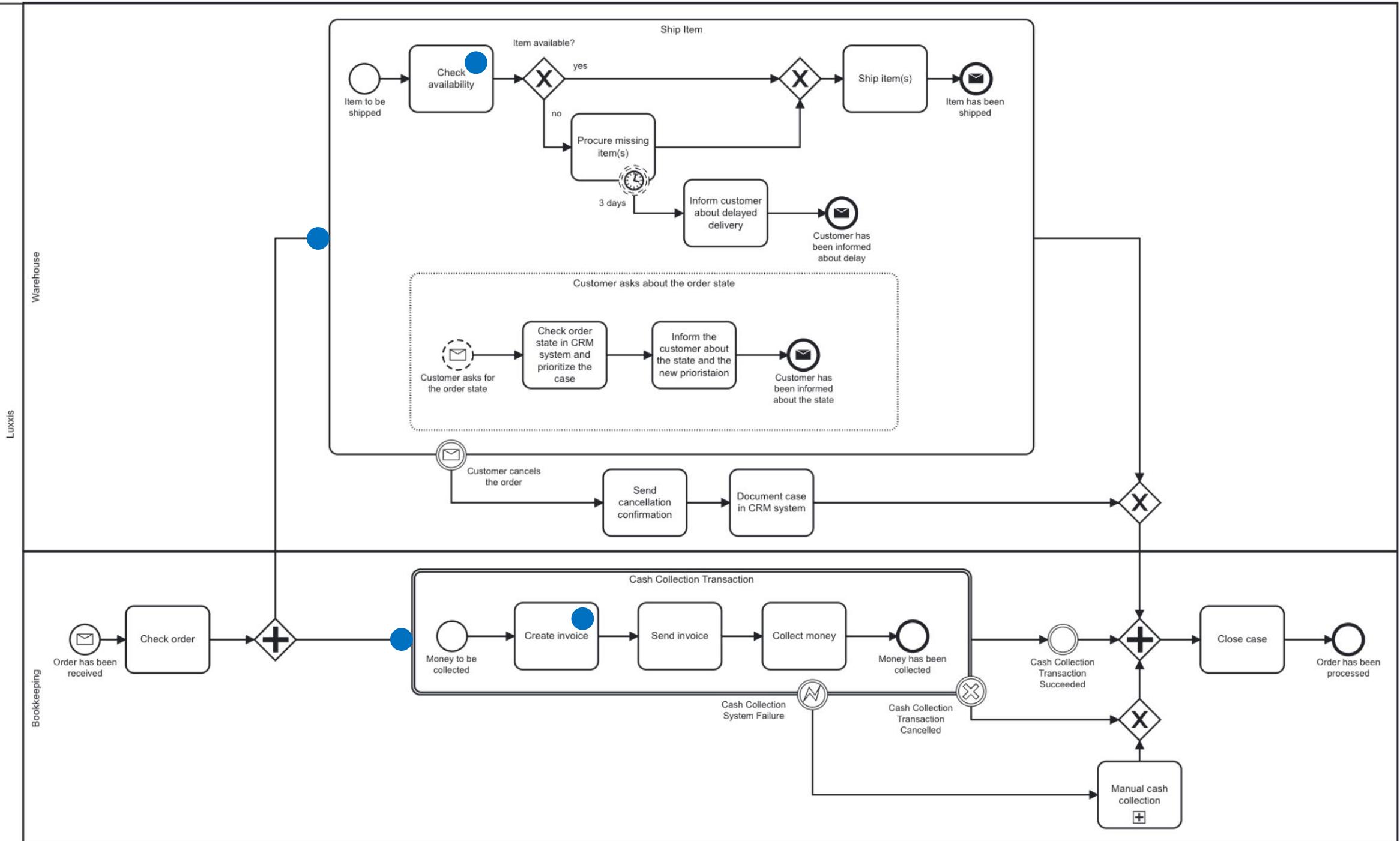


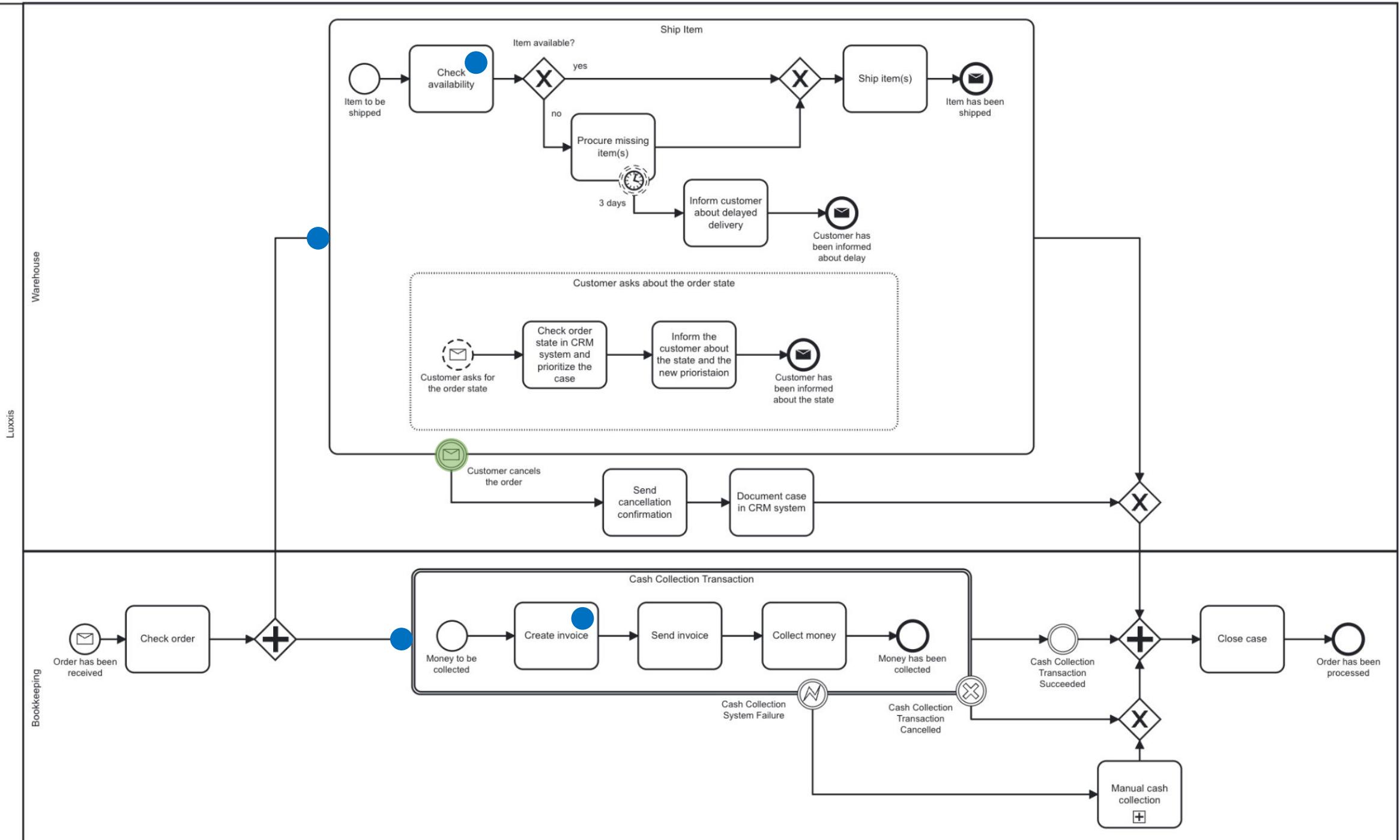
process camp

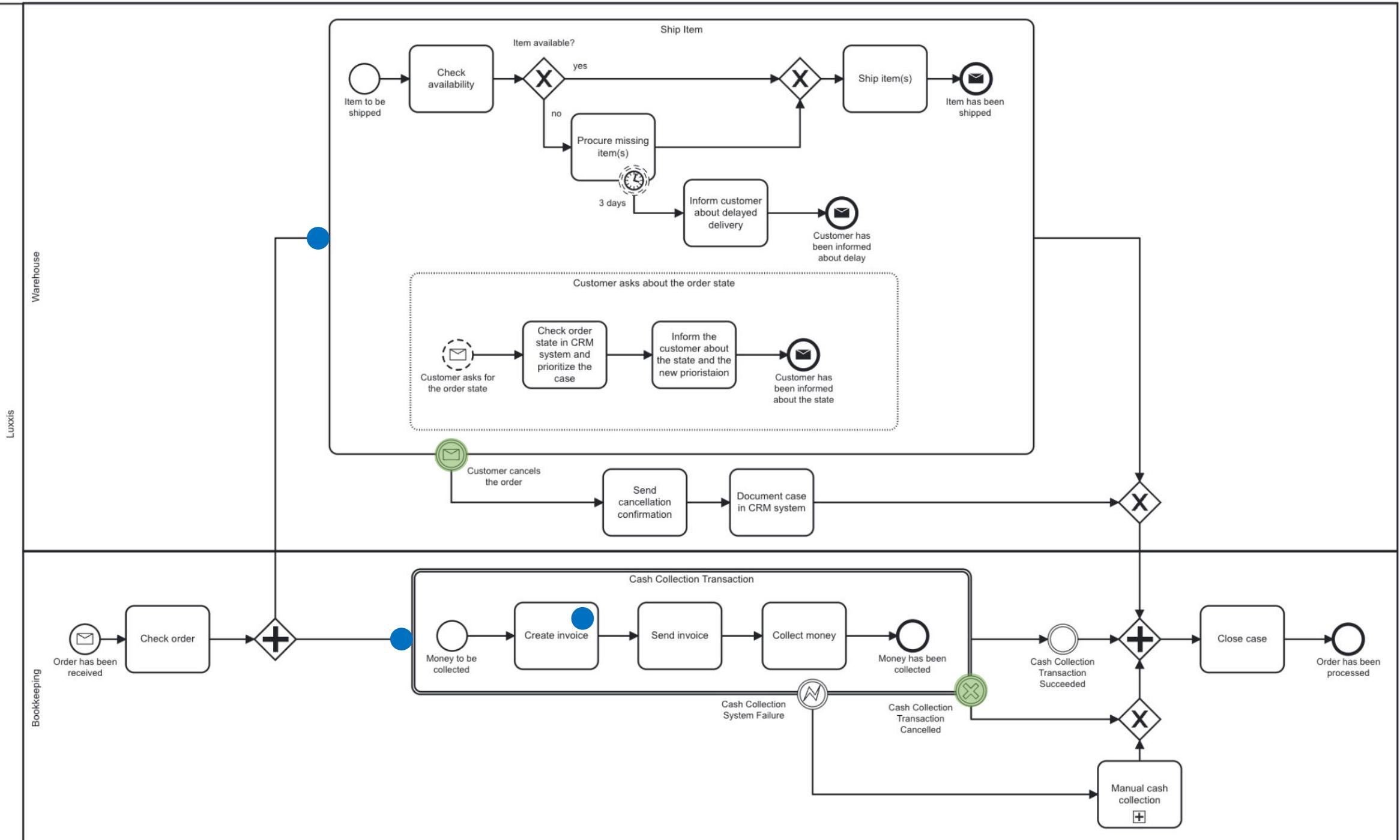


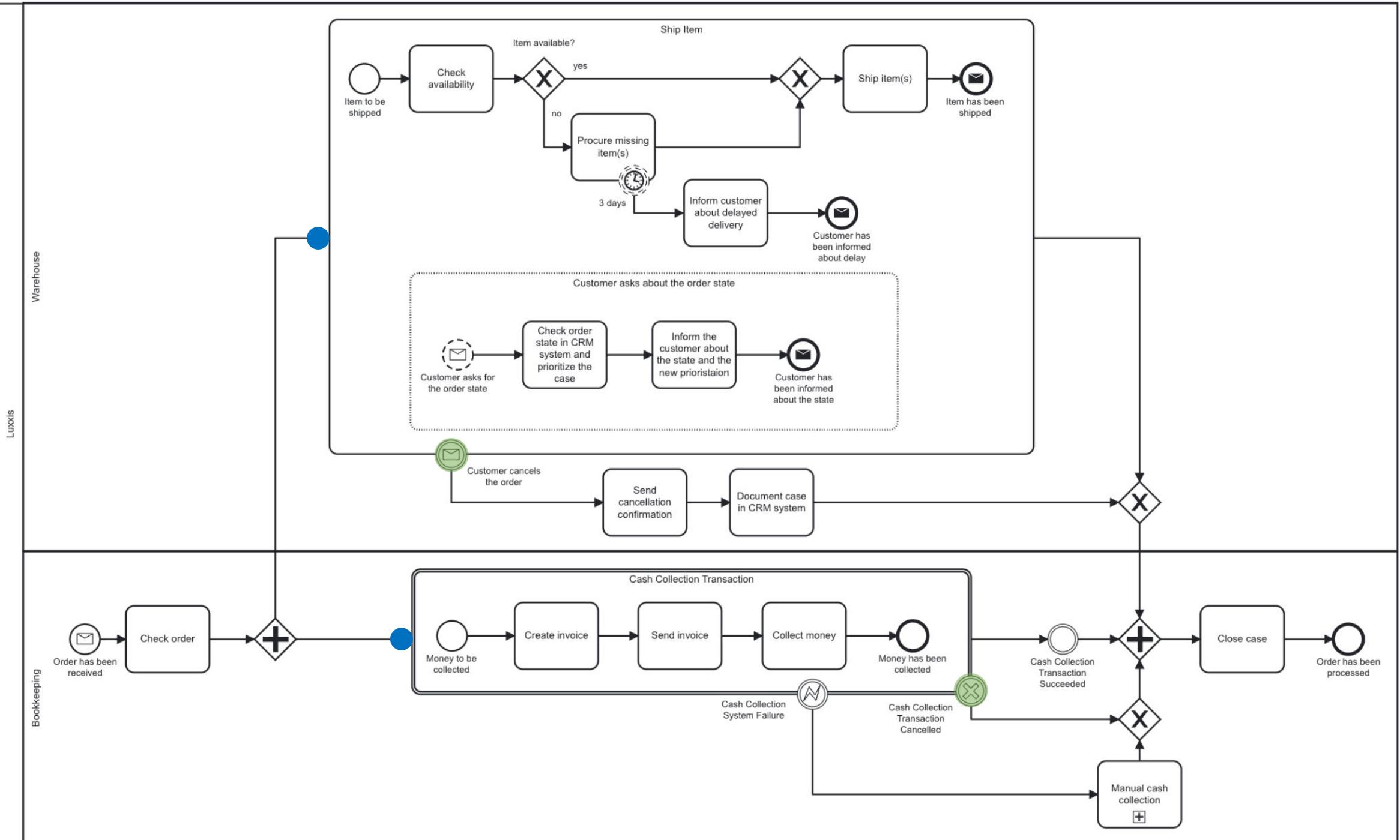


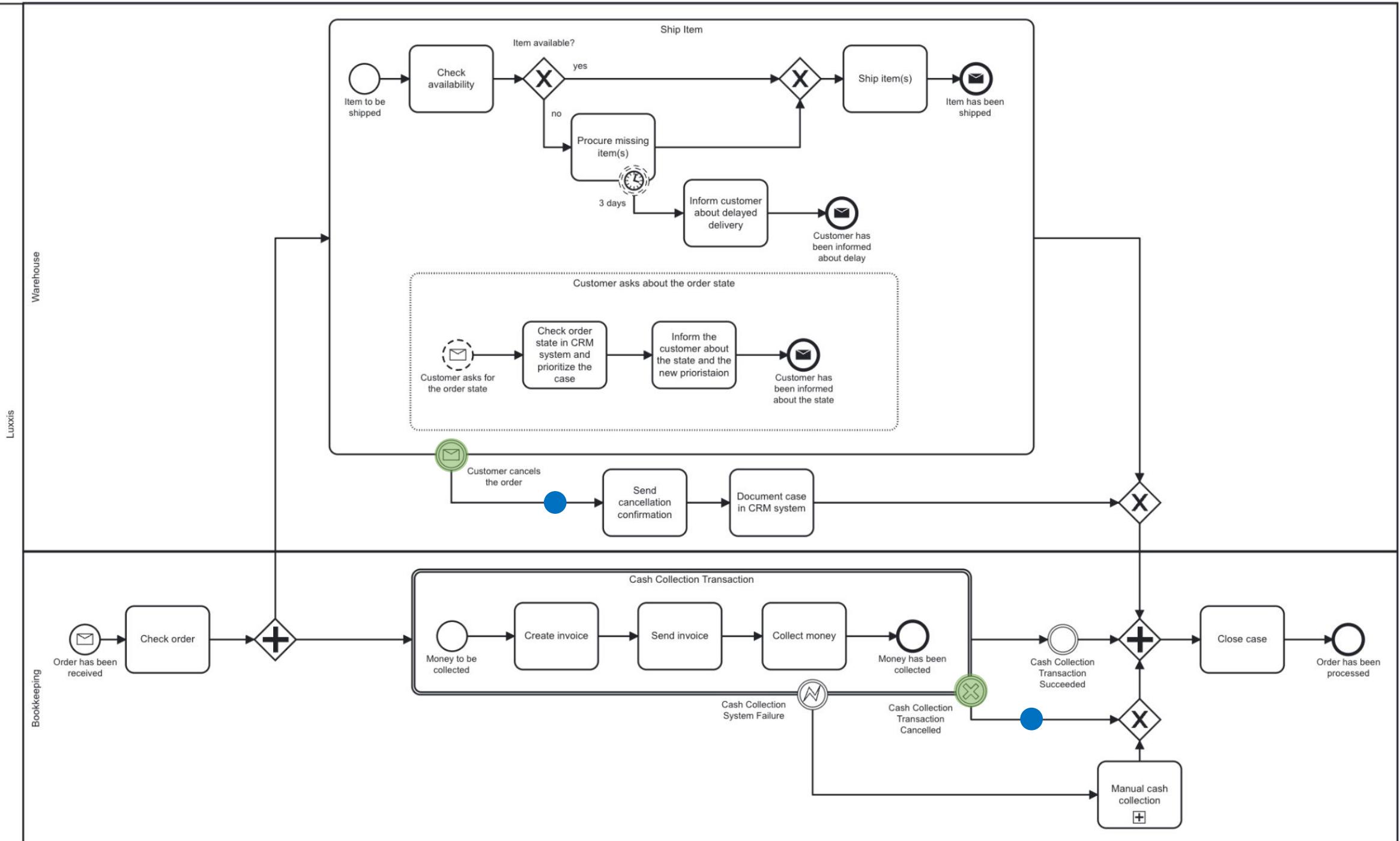


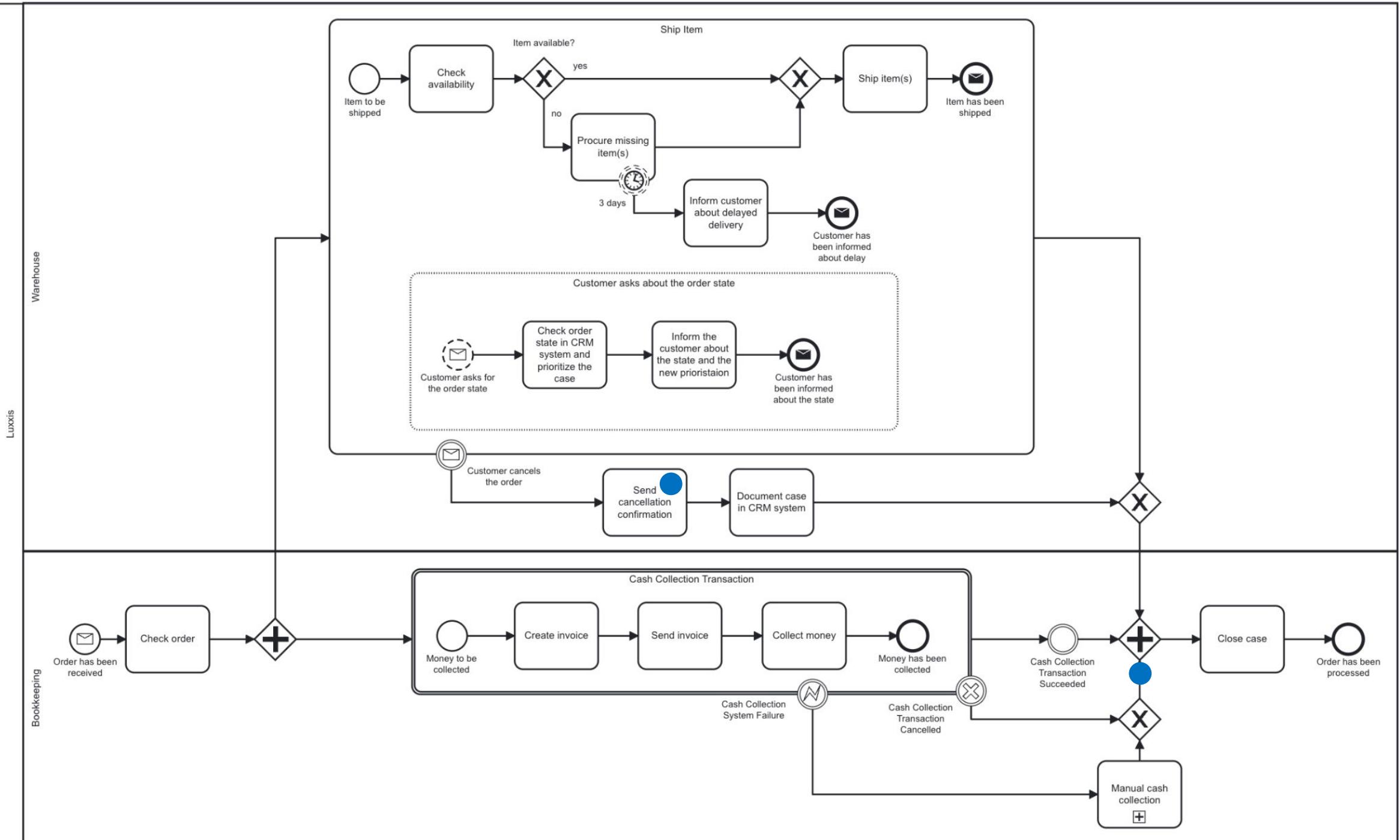


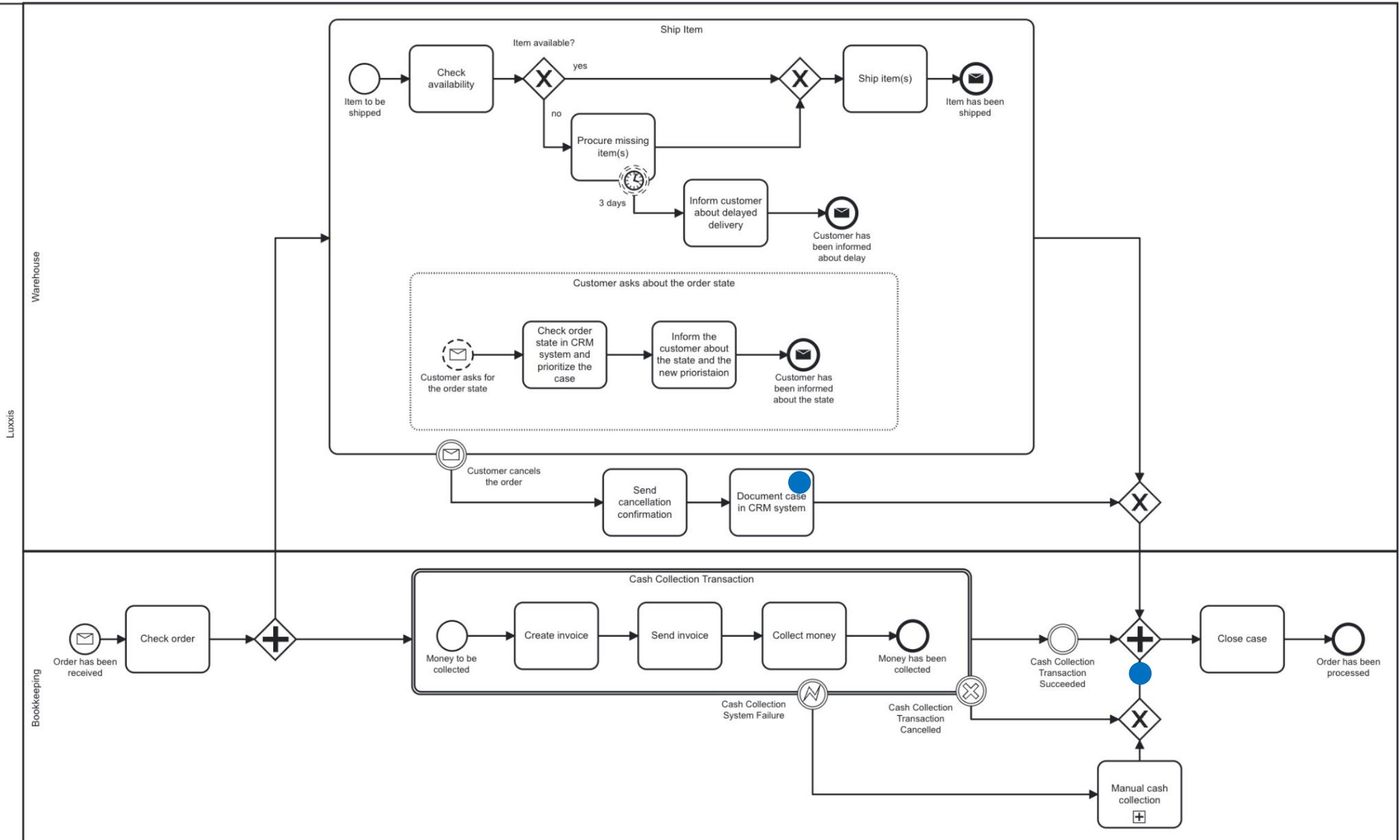


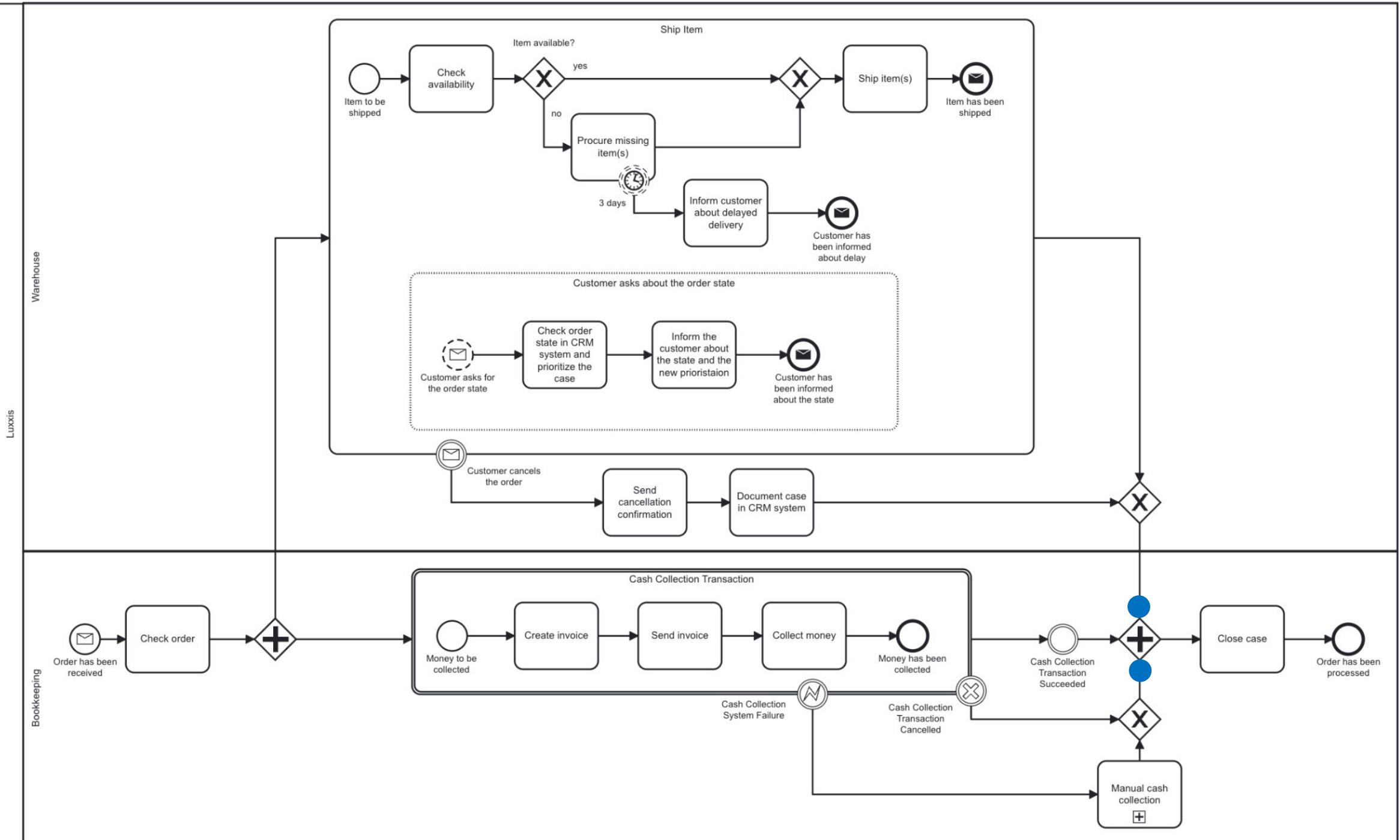


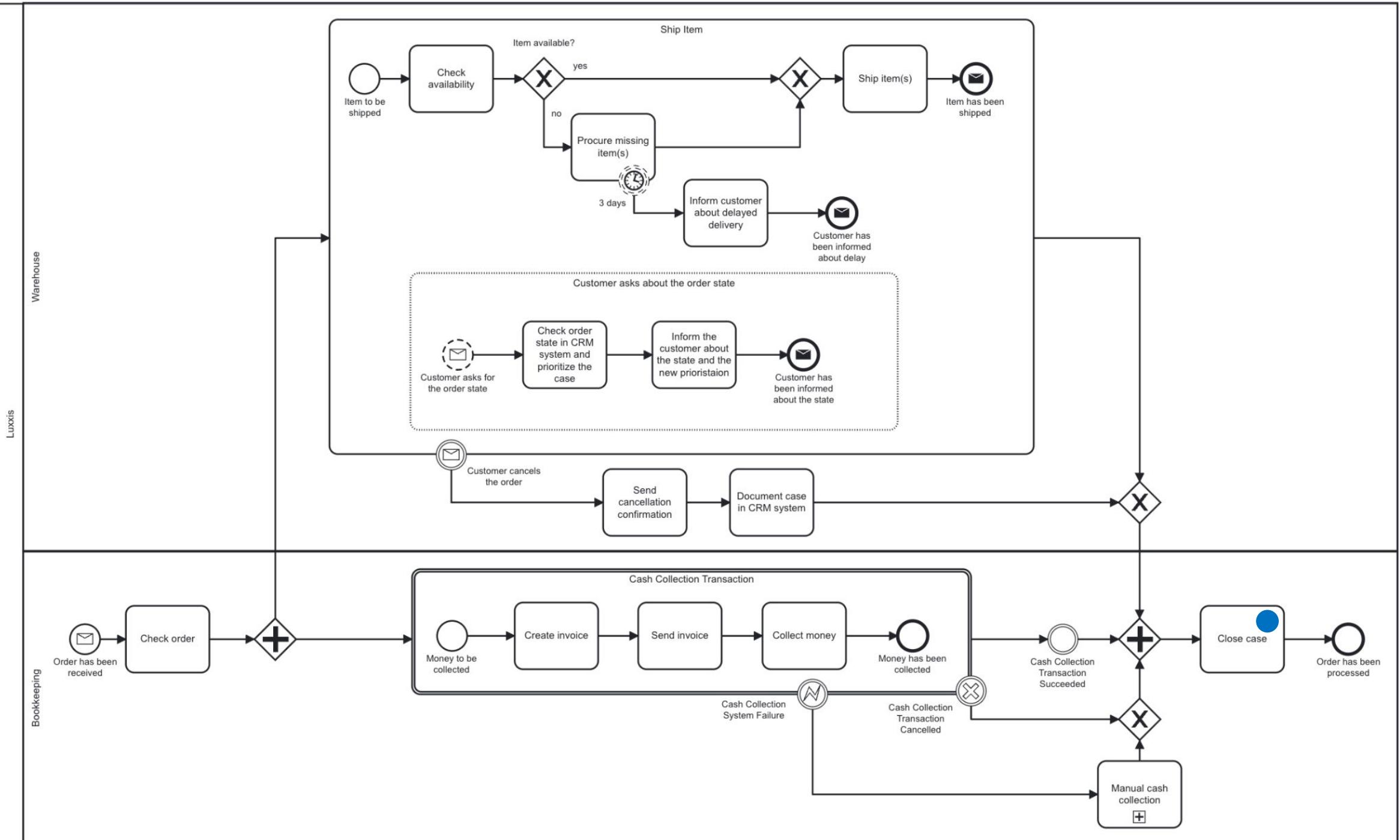


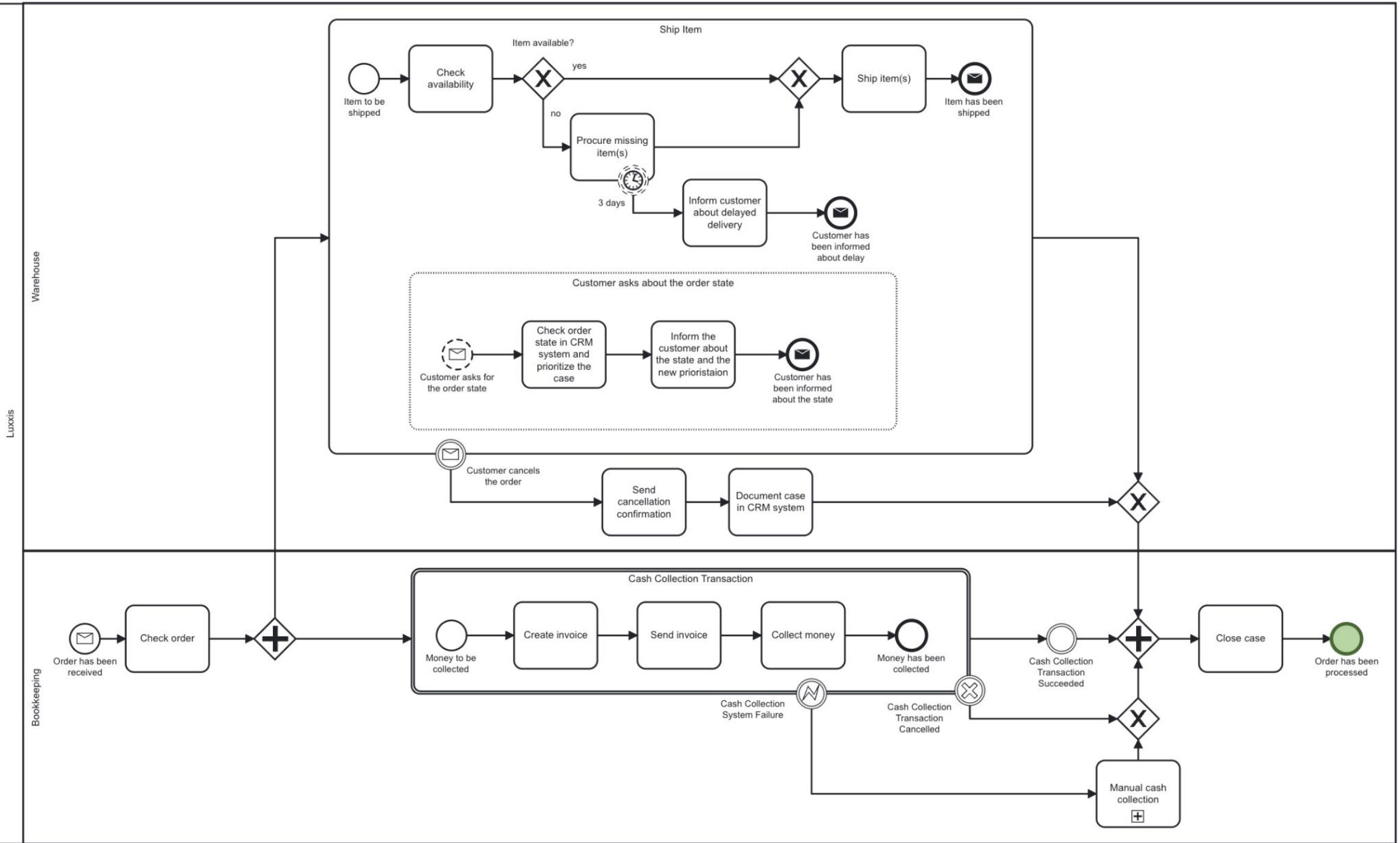












Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

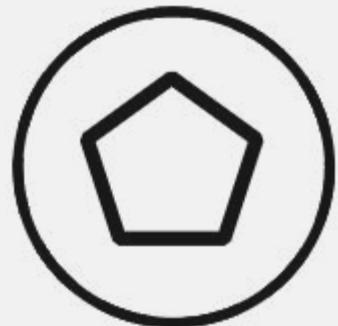
Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

process camp

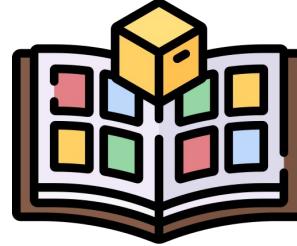
# BPMN Theory

process camp

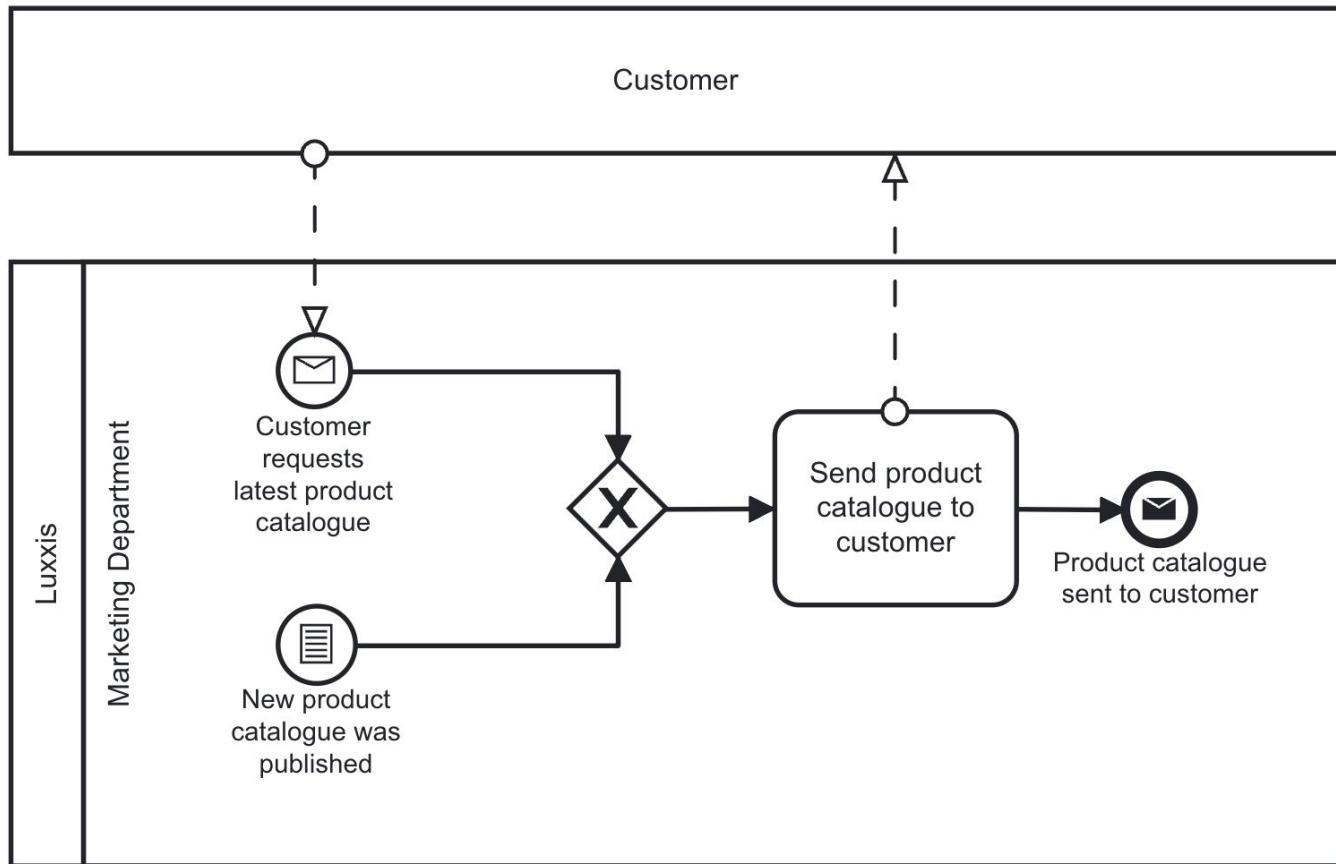
# Multiple Event

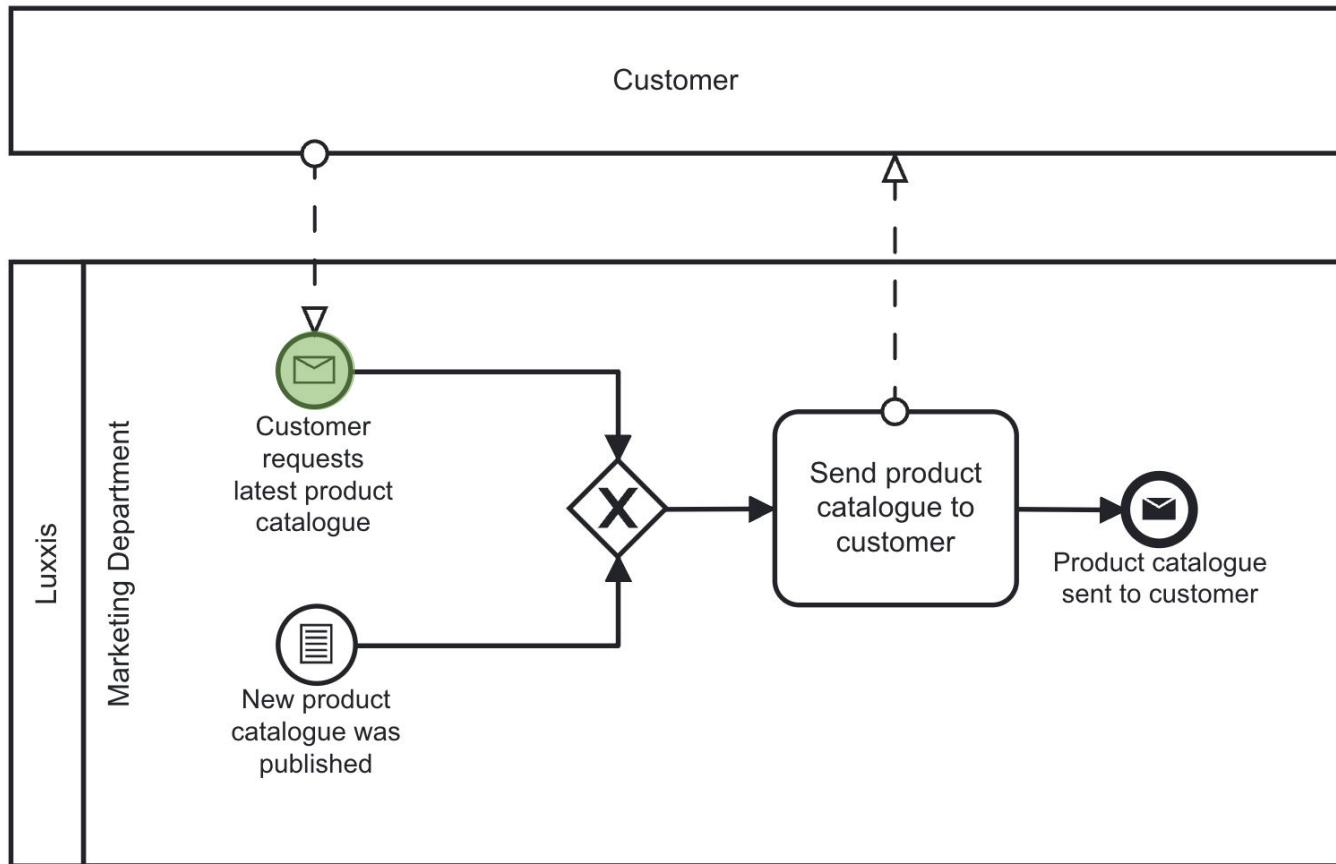


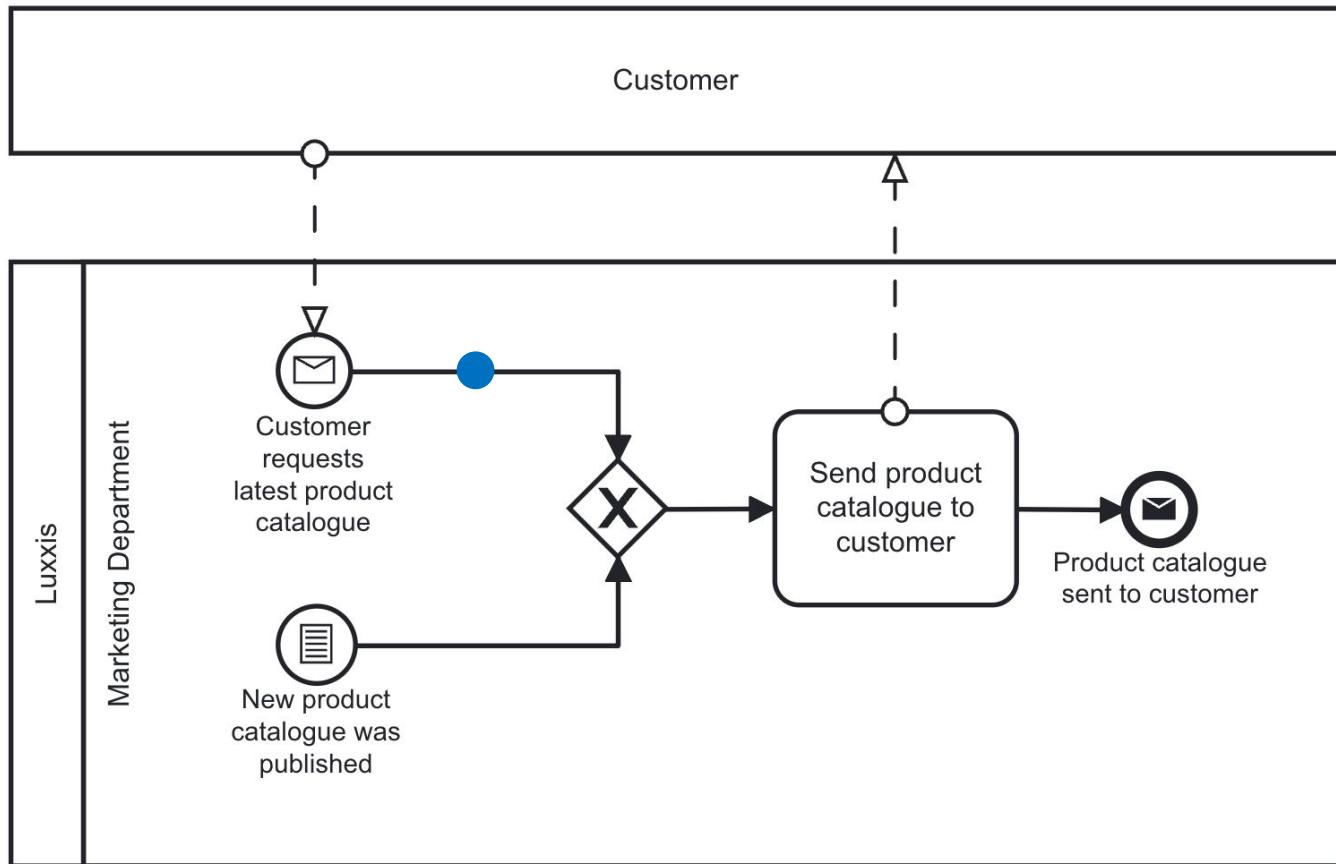
- Is utilized to summarize multiple events into one
- When catching, follows an XOR logic

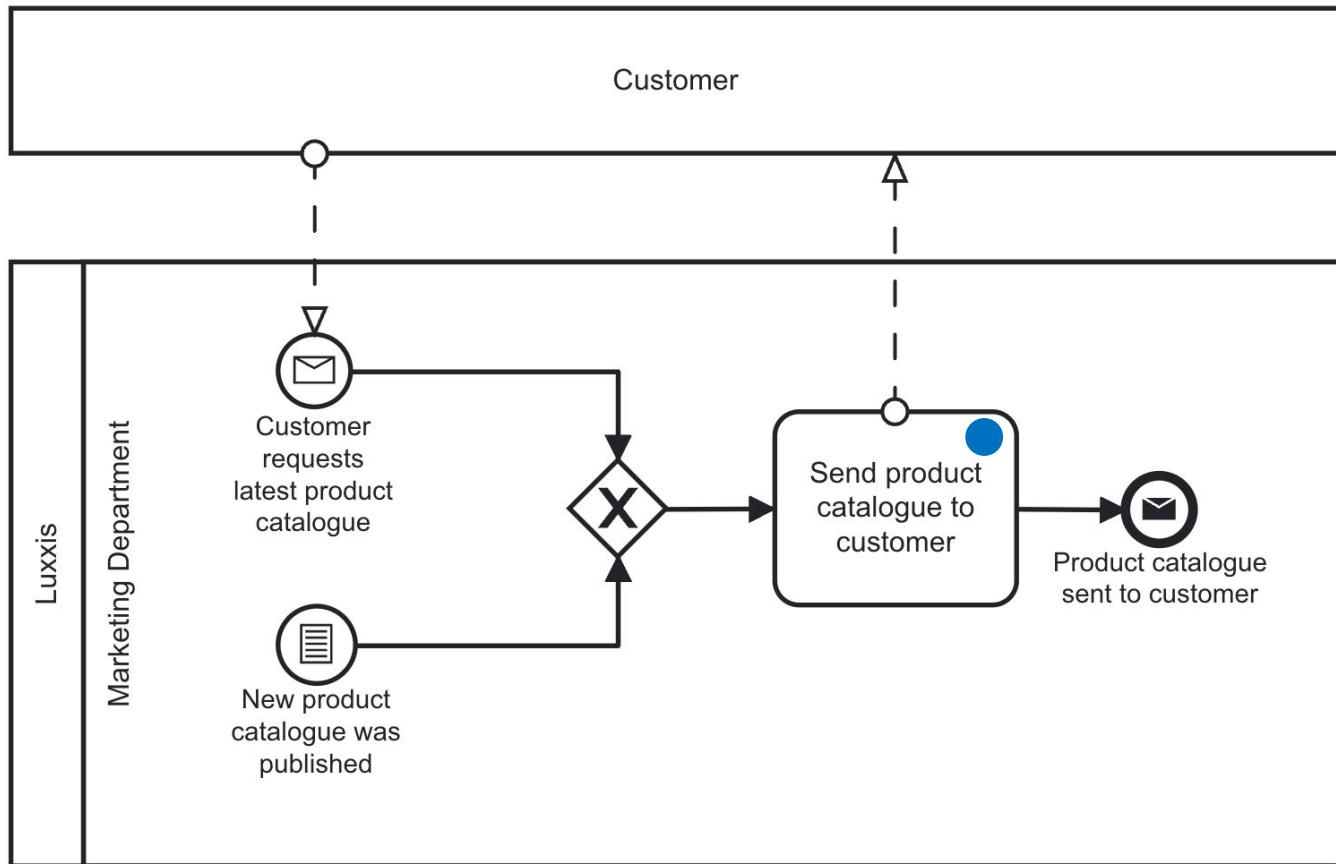


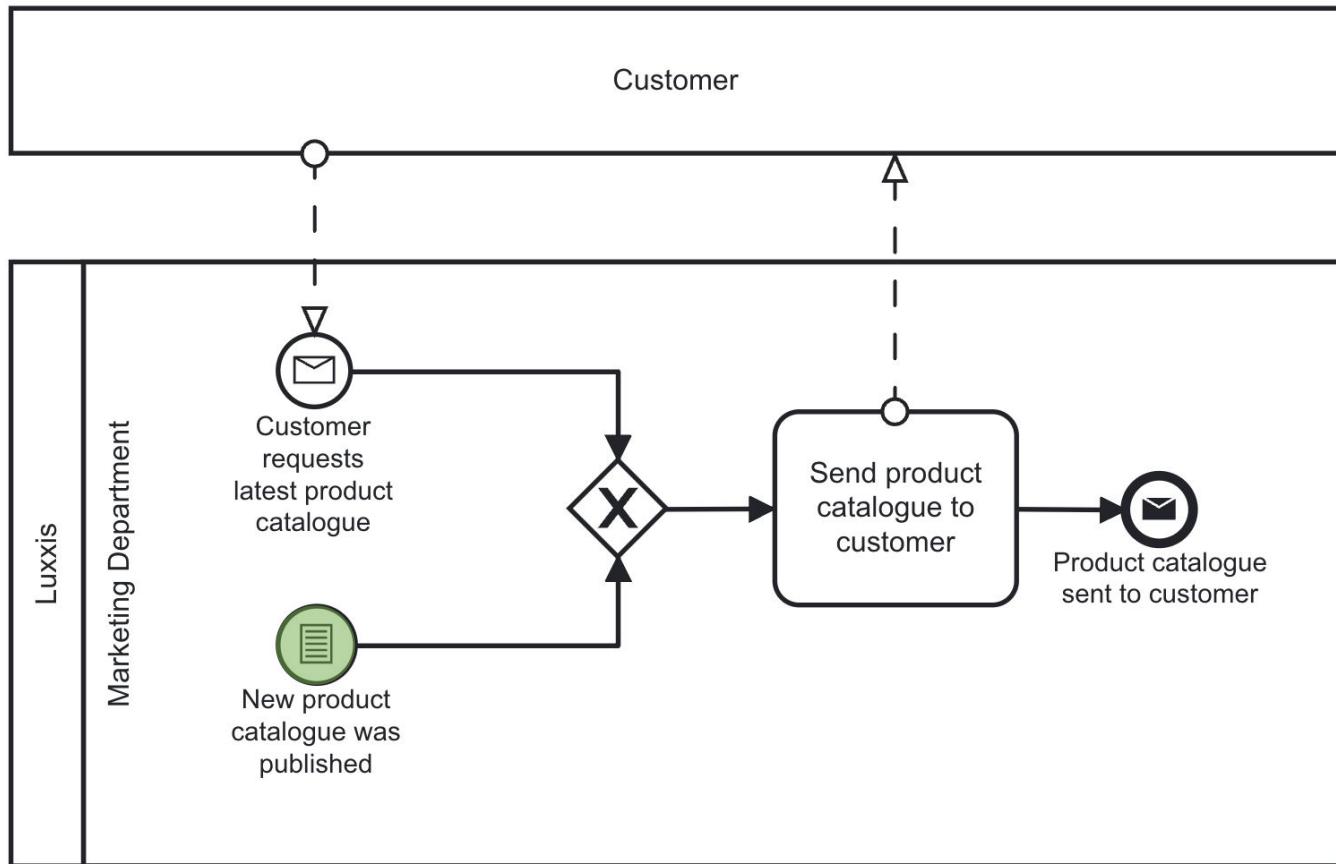
Luxxis frequently updates its product portfolio and catalogue

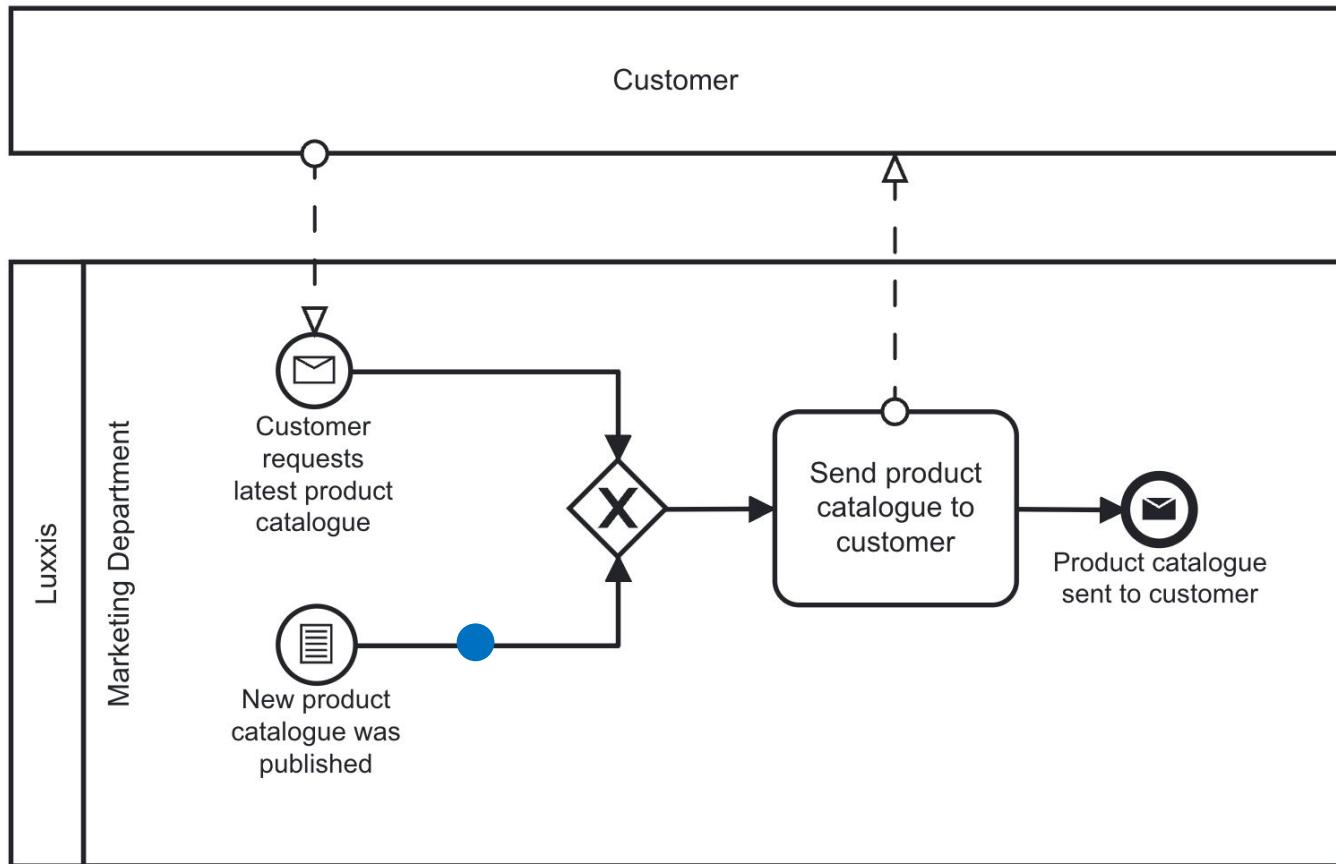


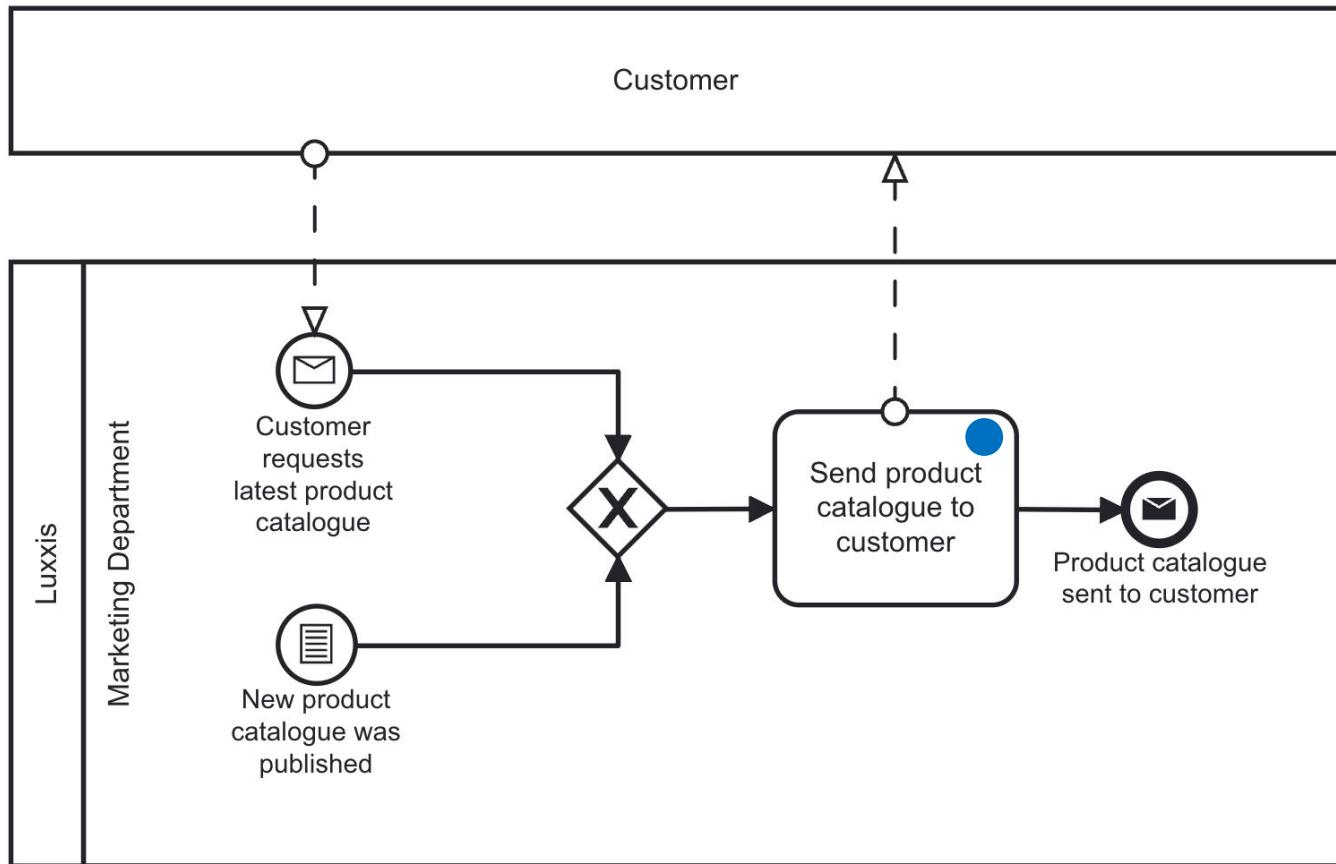


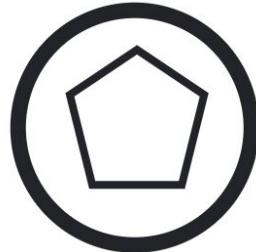




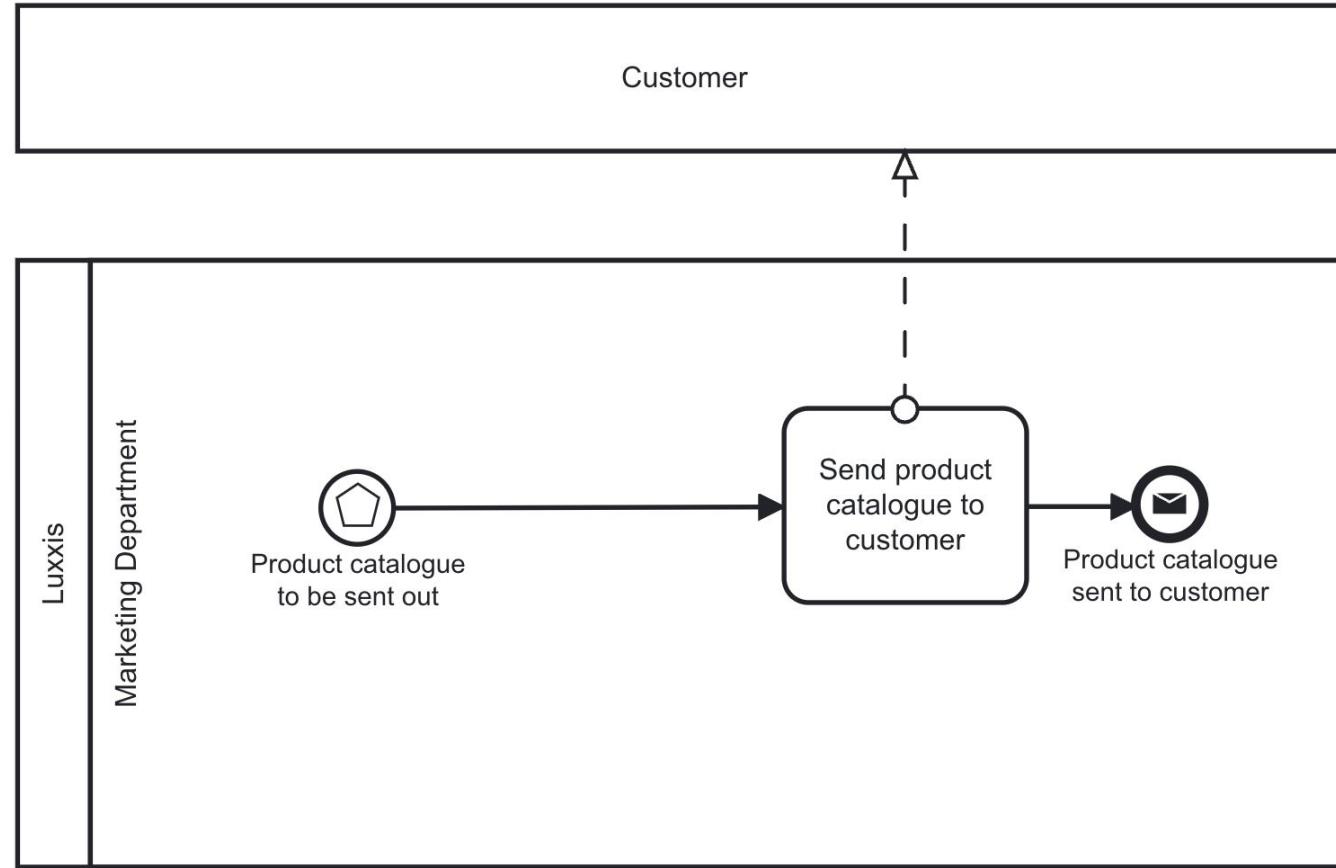


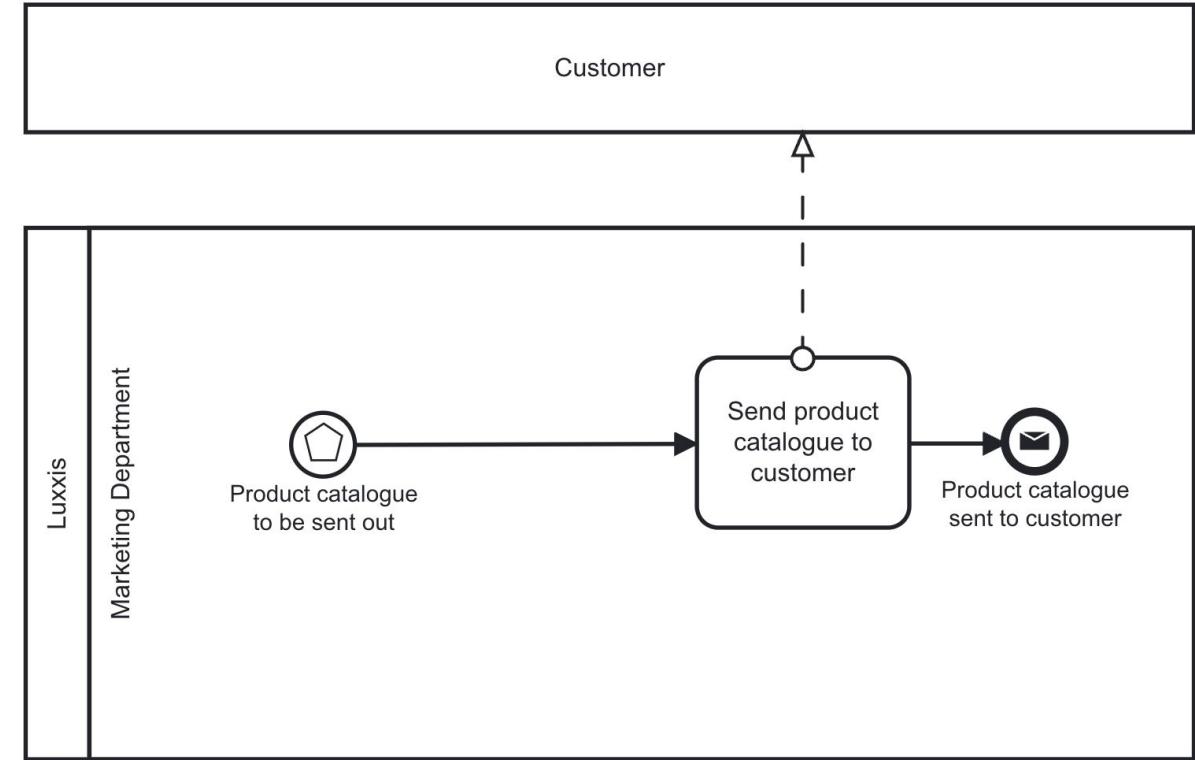
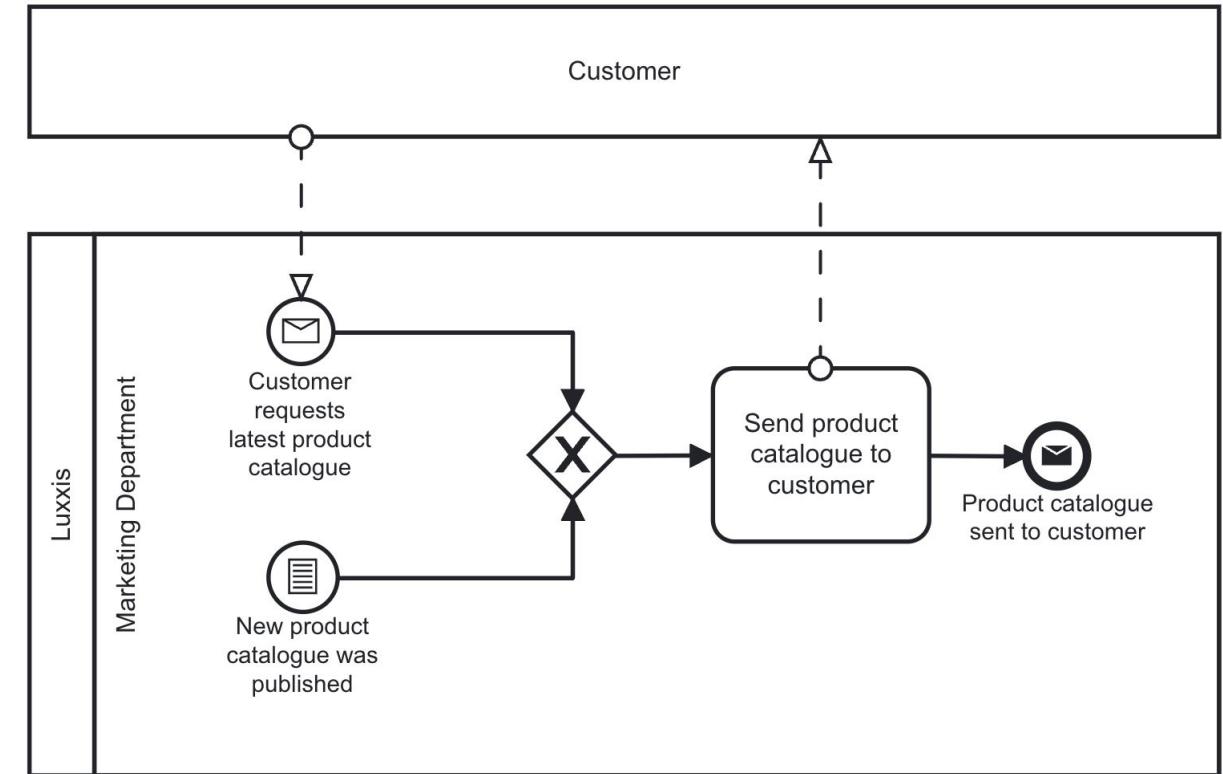


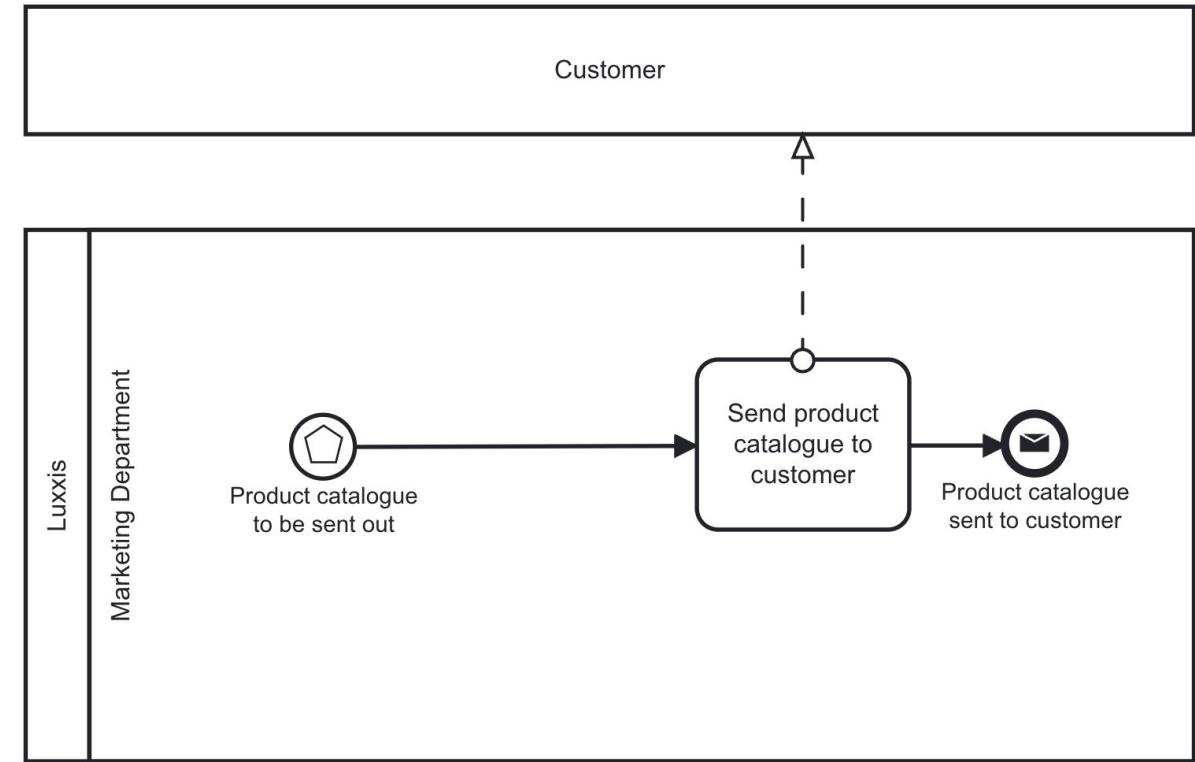
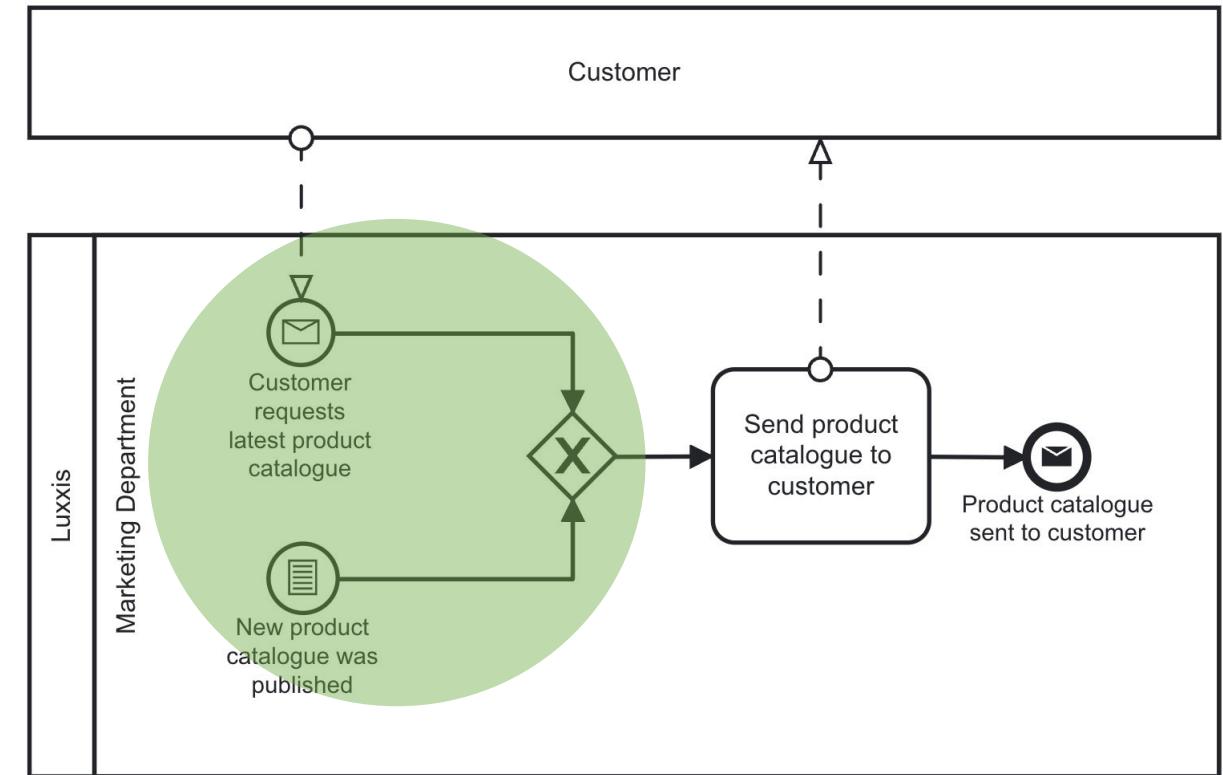


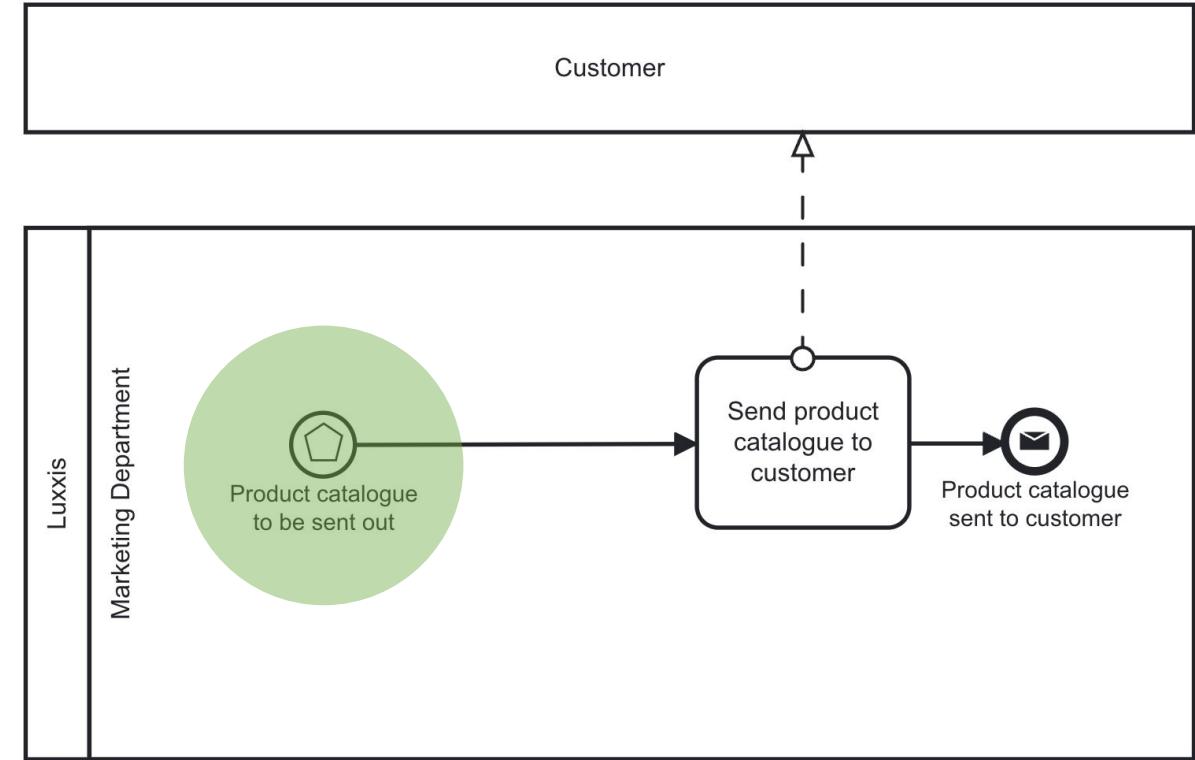
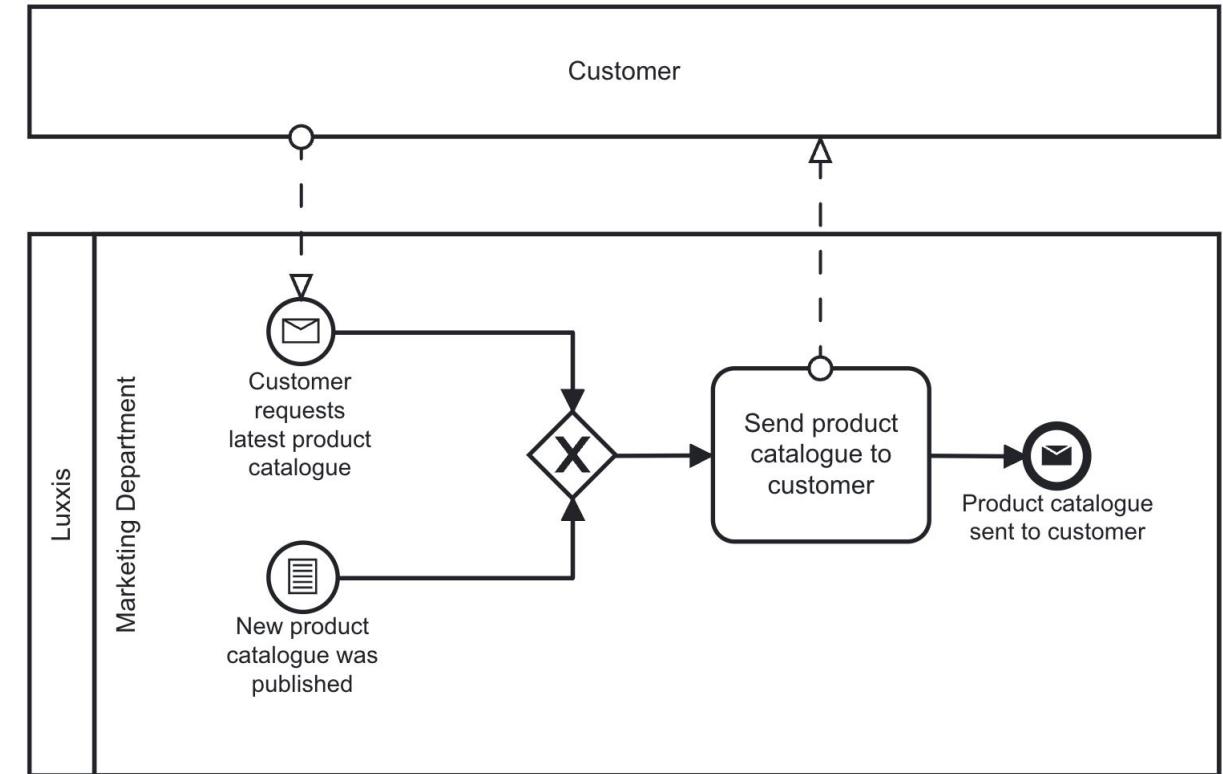


We can replace these two start events with  
the **Multiple Start Event**











Note that cawemo decided to not  
implement the Multi Event

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
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Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
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Error							
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Multi Prll.							

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Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

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Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
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Compen.							
Cancel							
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Multi Prll.							

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Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
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Error							
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Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

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Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
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Error							
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Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

process camp

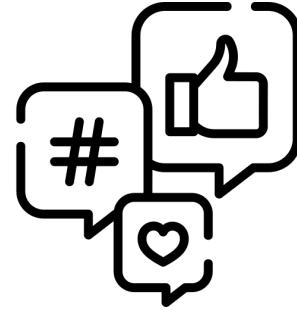
# BPMN Theory

process camp

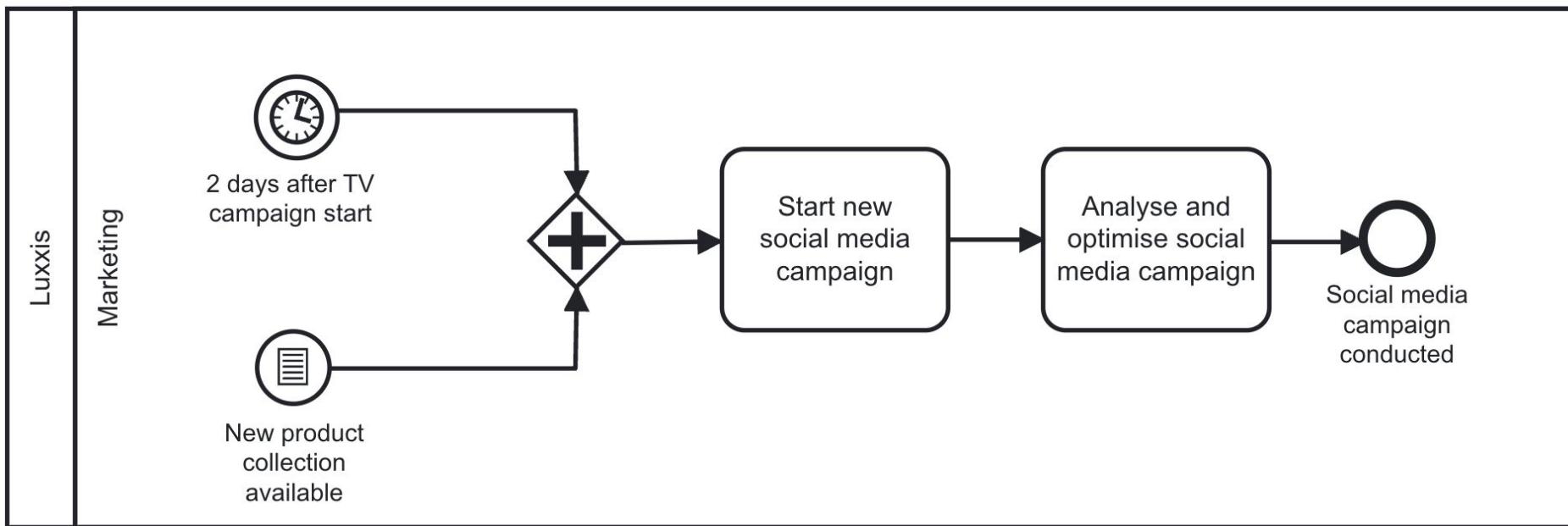
# Multiple Parallel Event

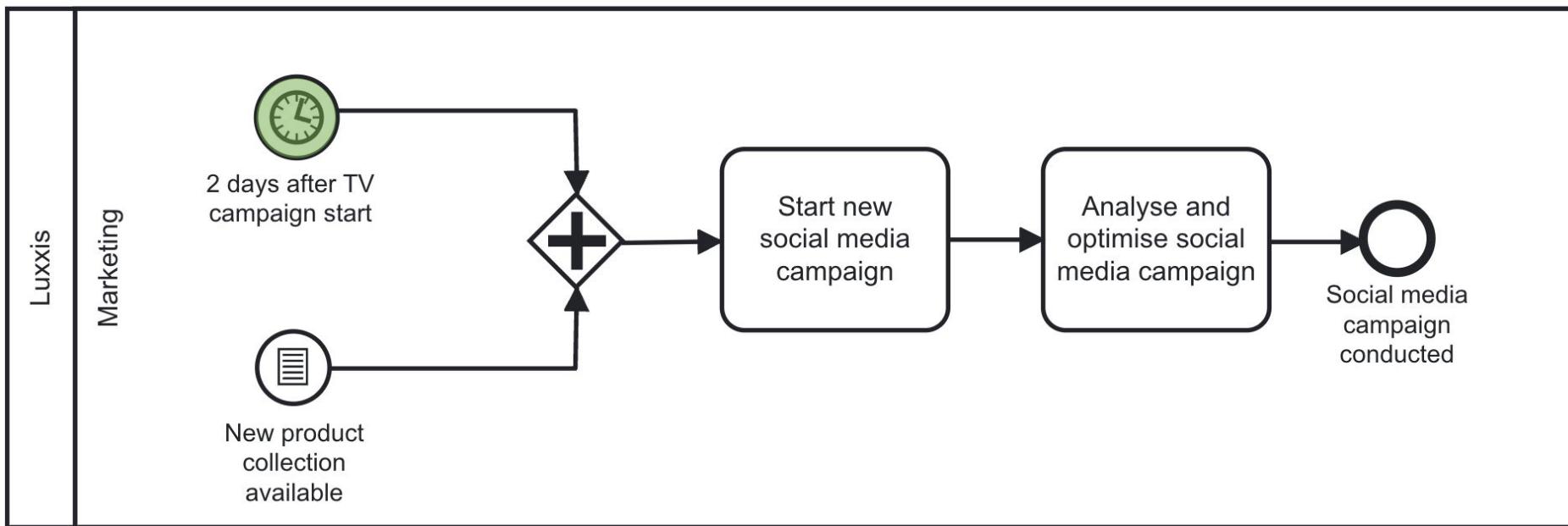


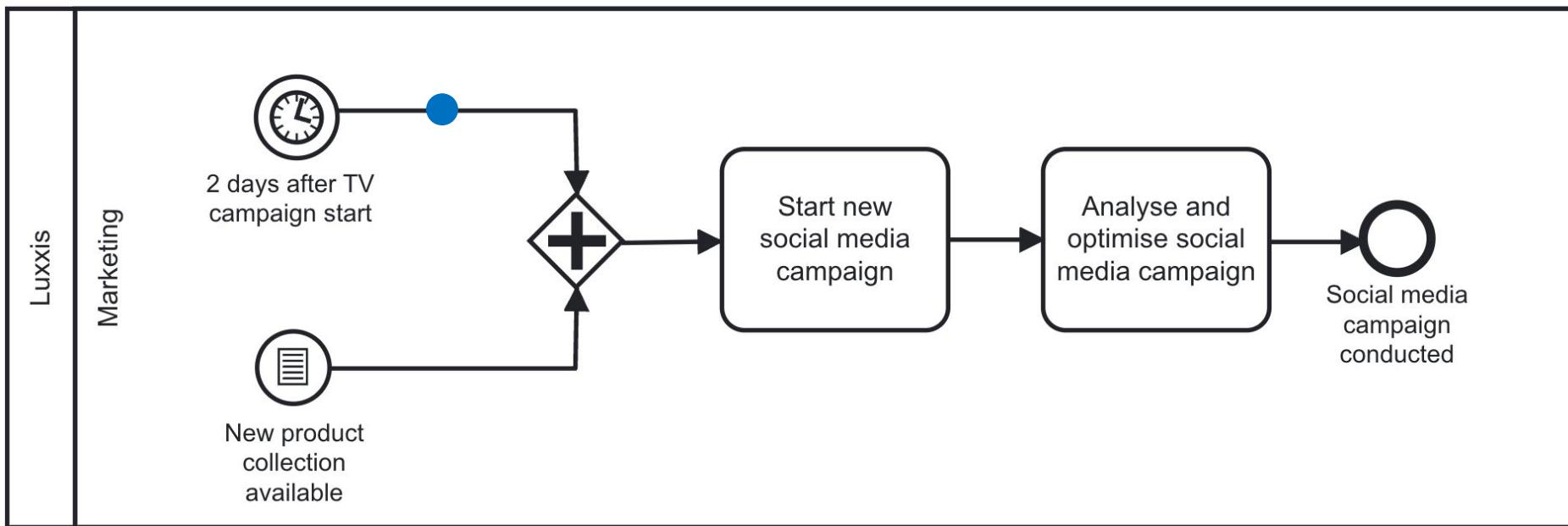
- Is utilized to summarize multiple events into one
- When catching, follows an AND logic

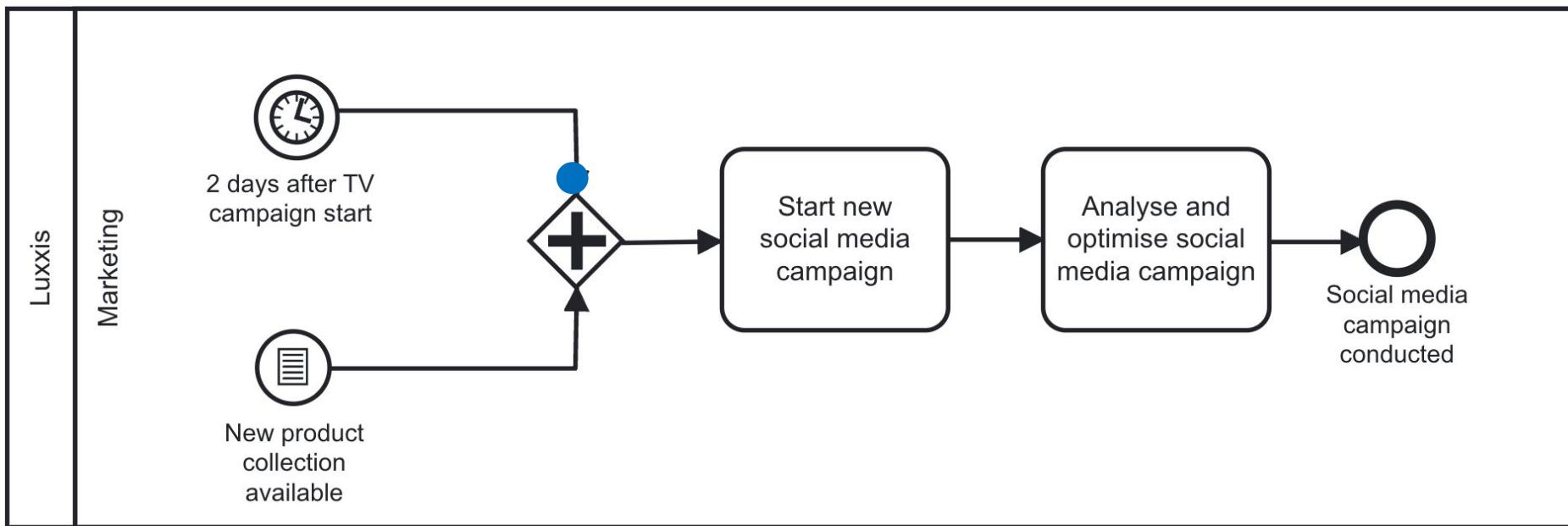


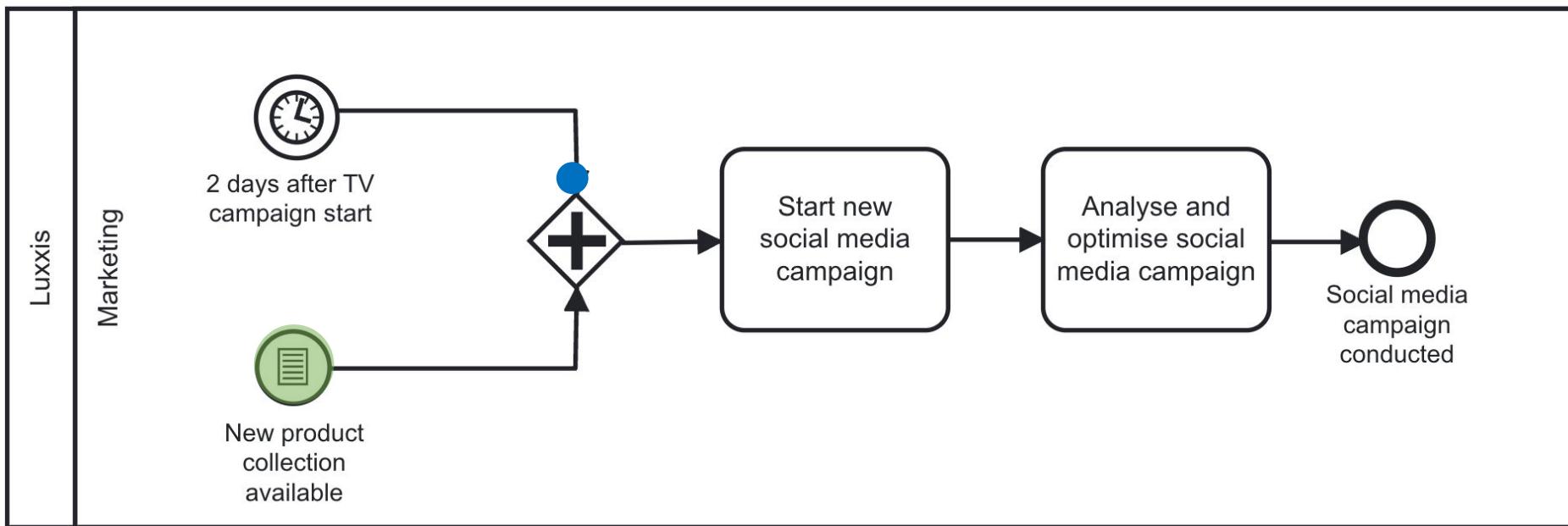
When a new product is released Luxxis  
runs some **social media campaigns**

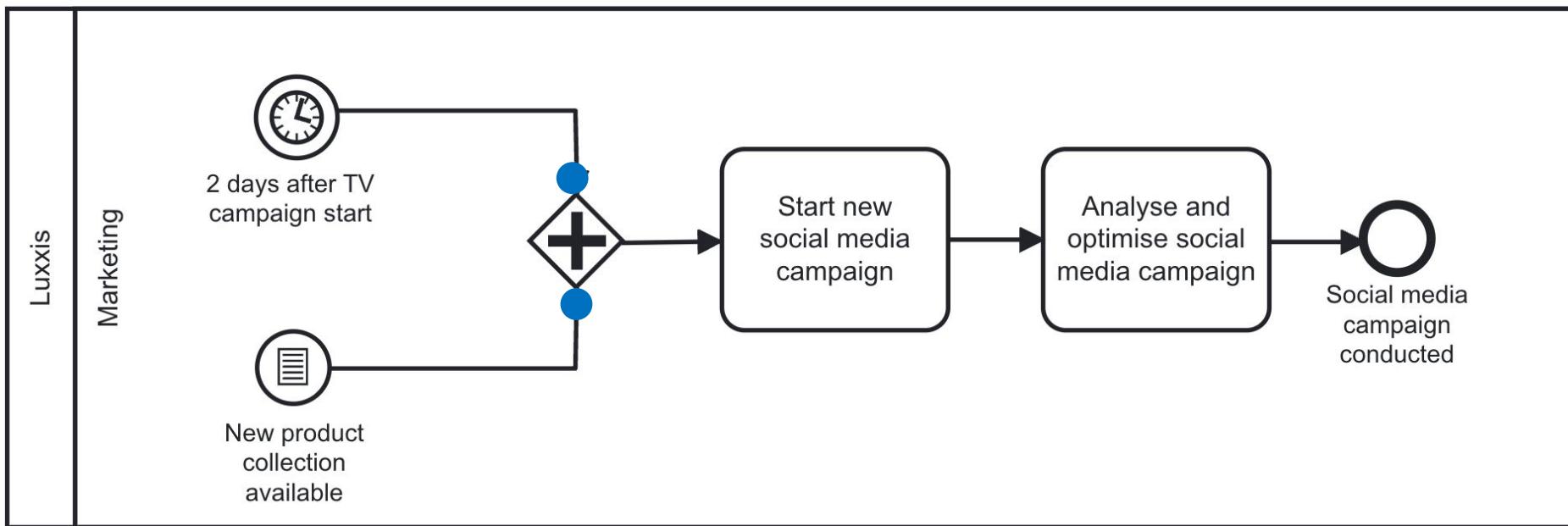


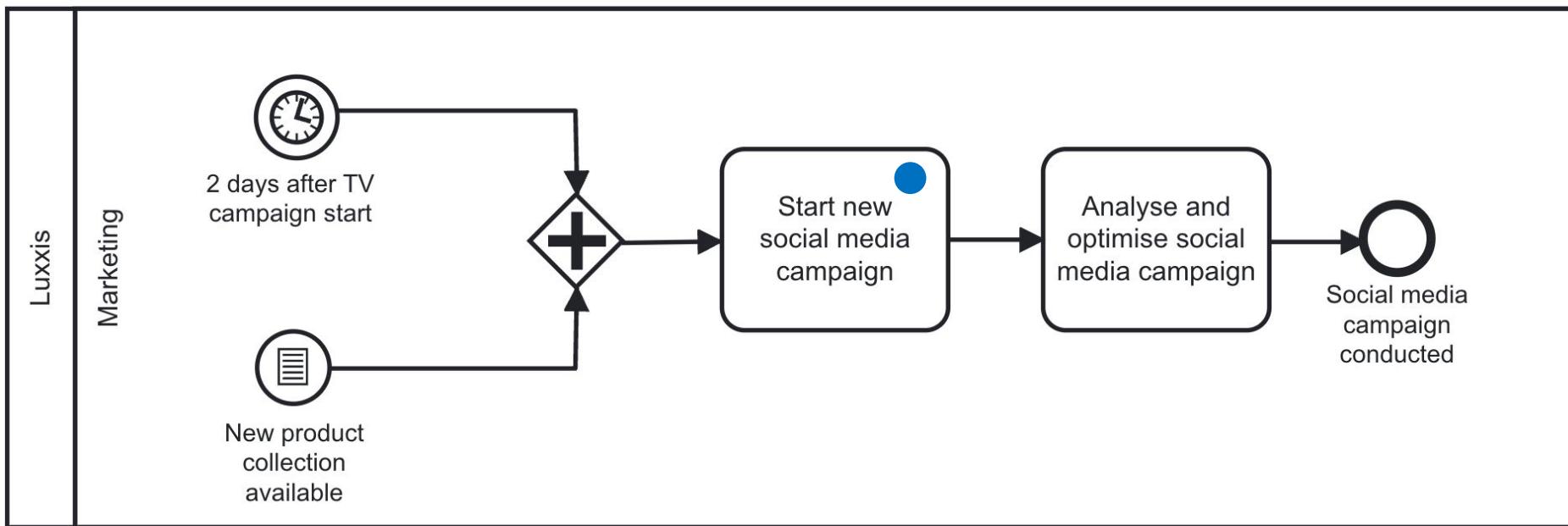


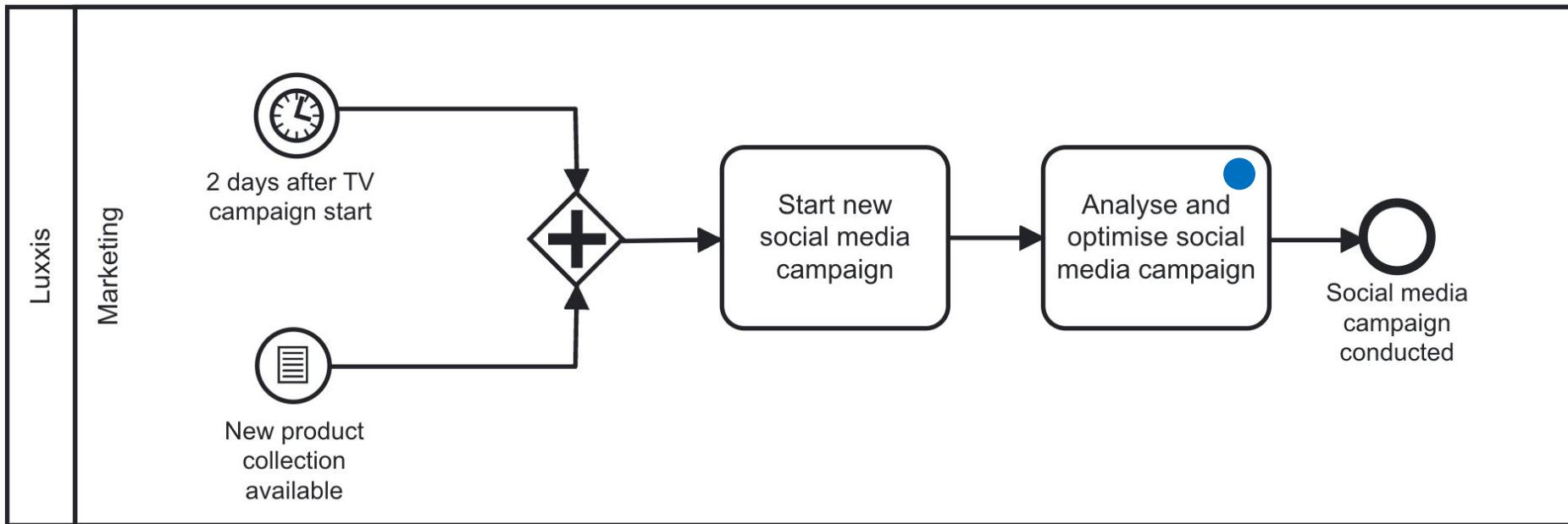


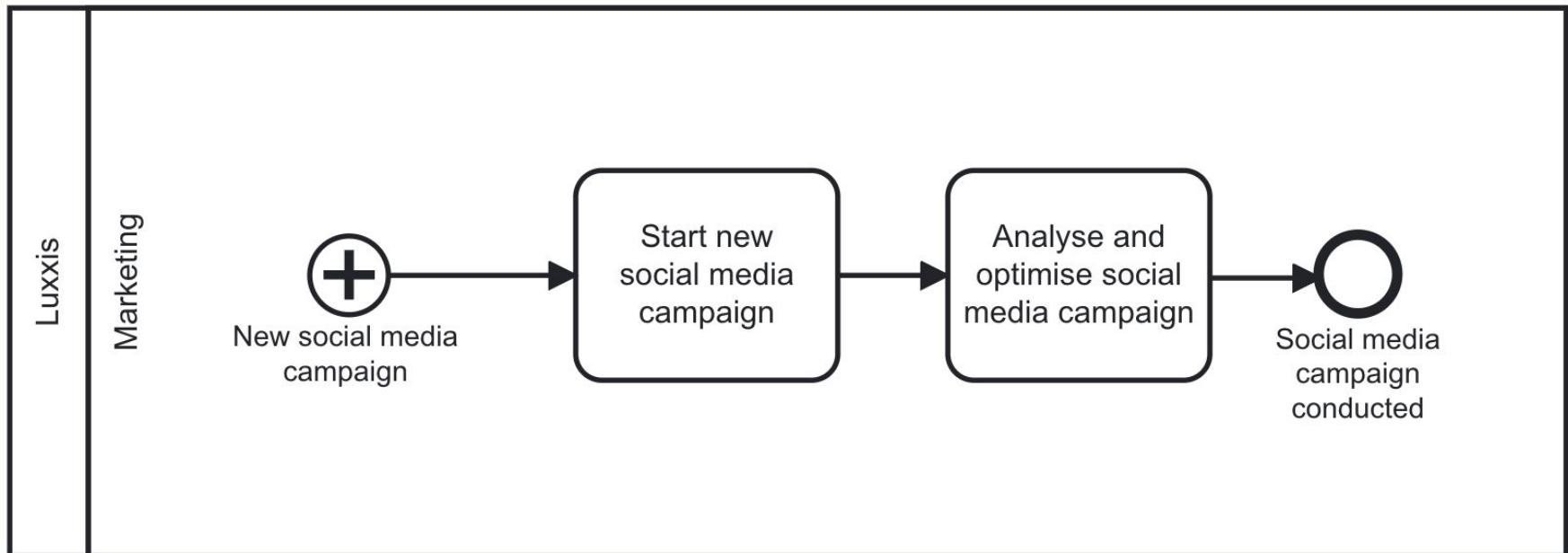
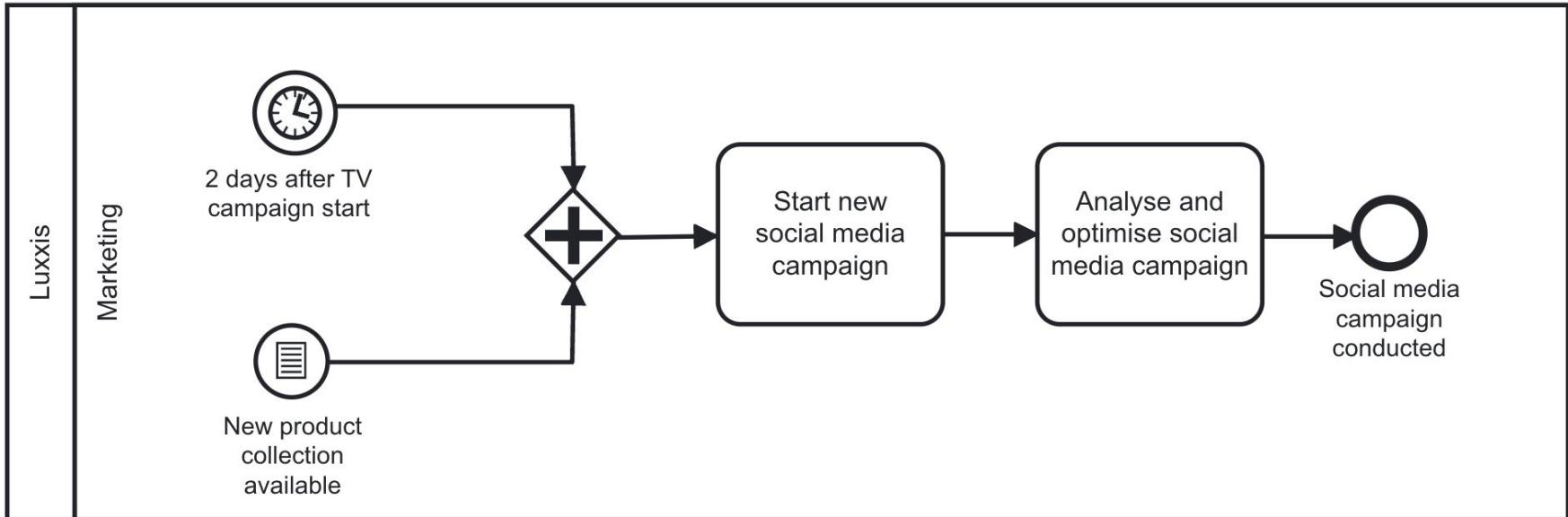


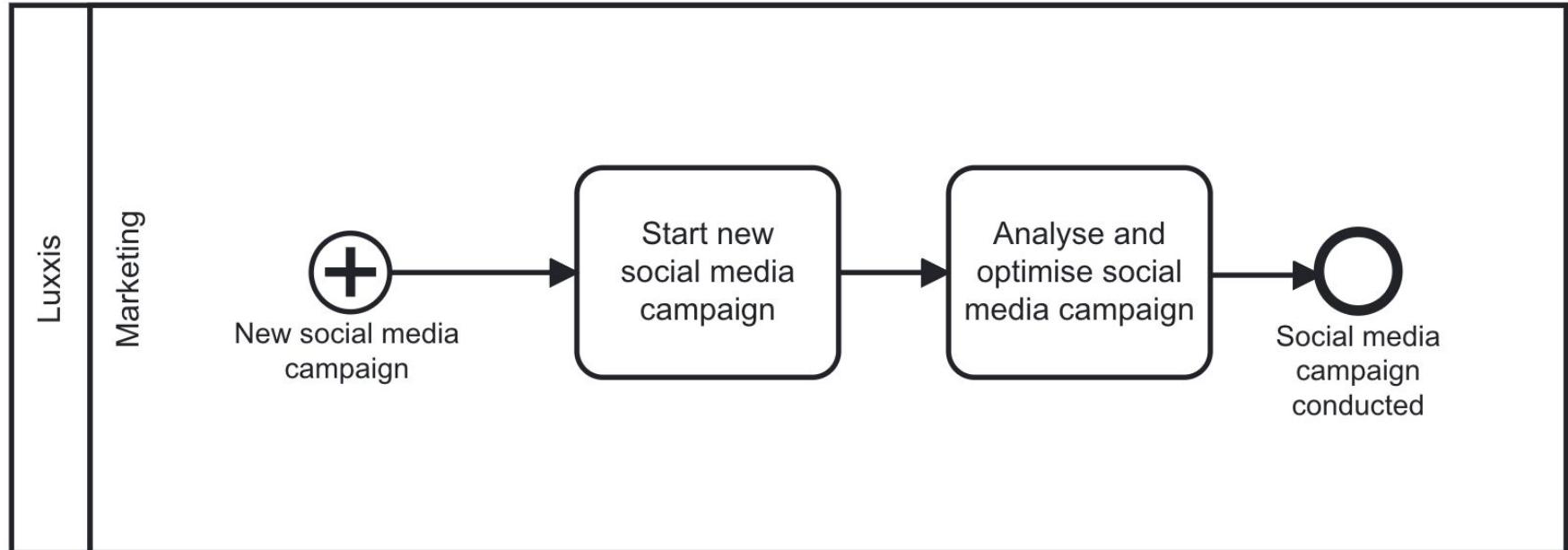
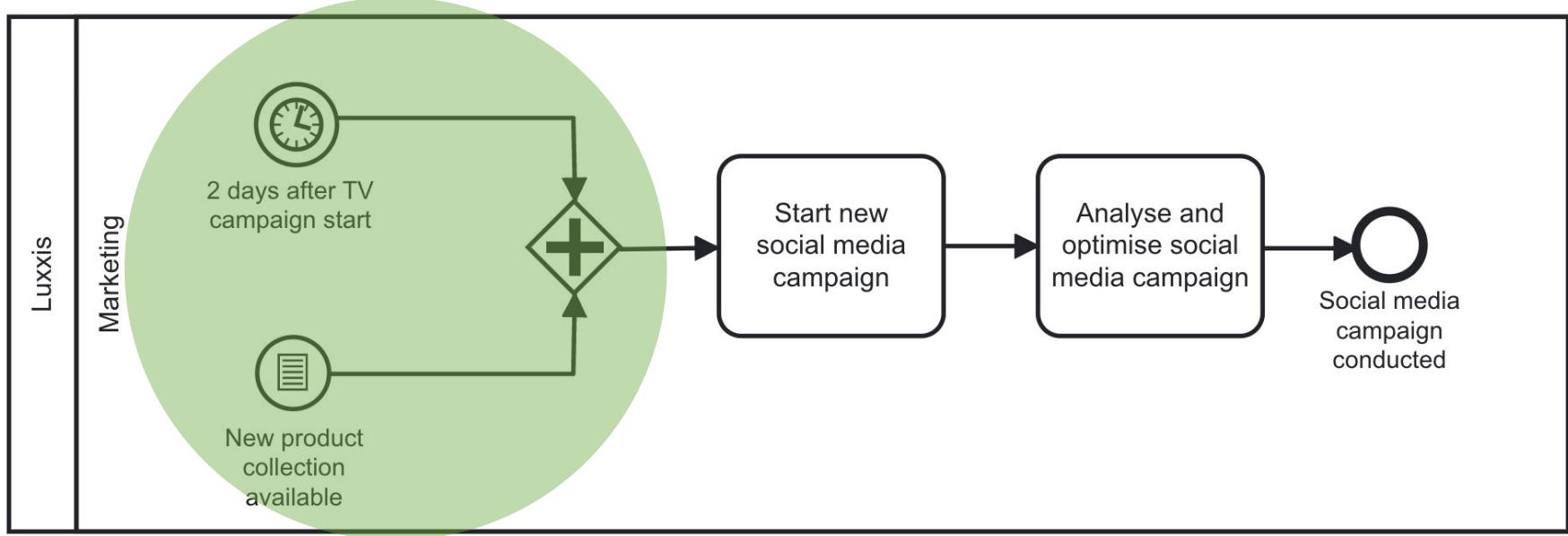


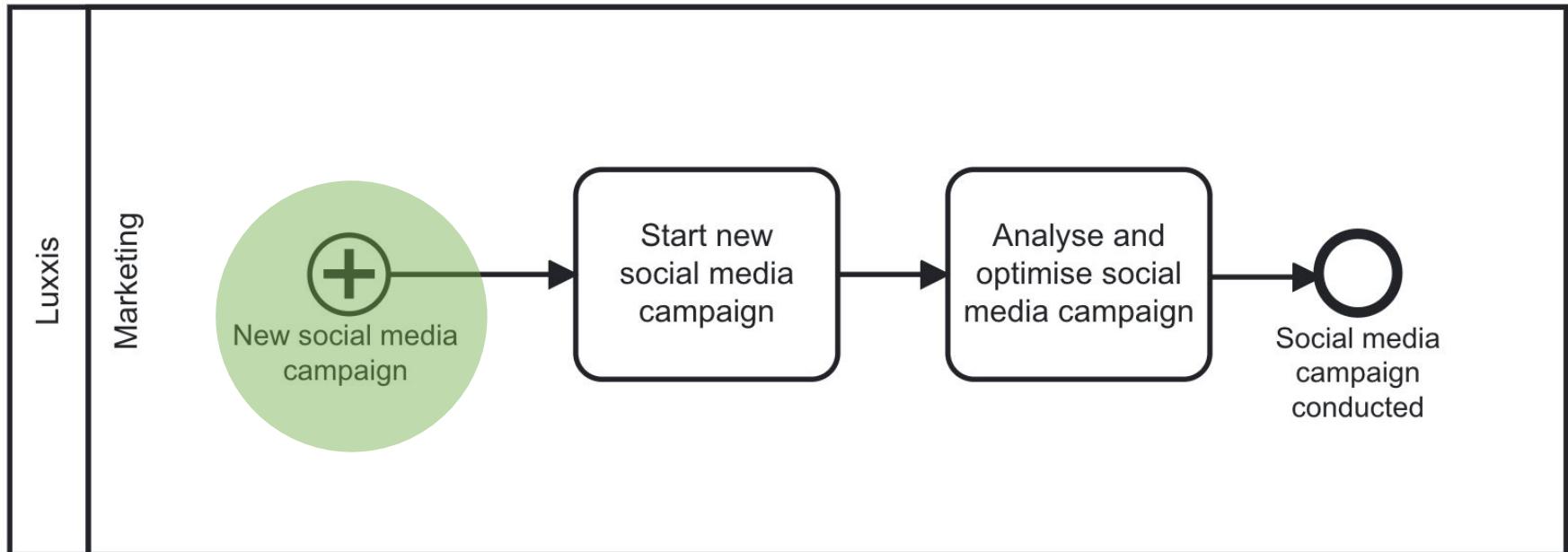
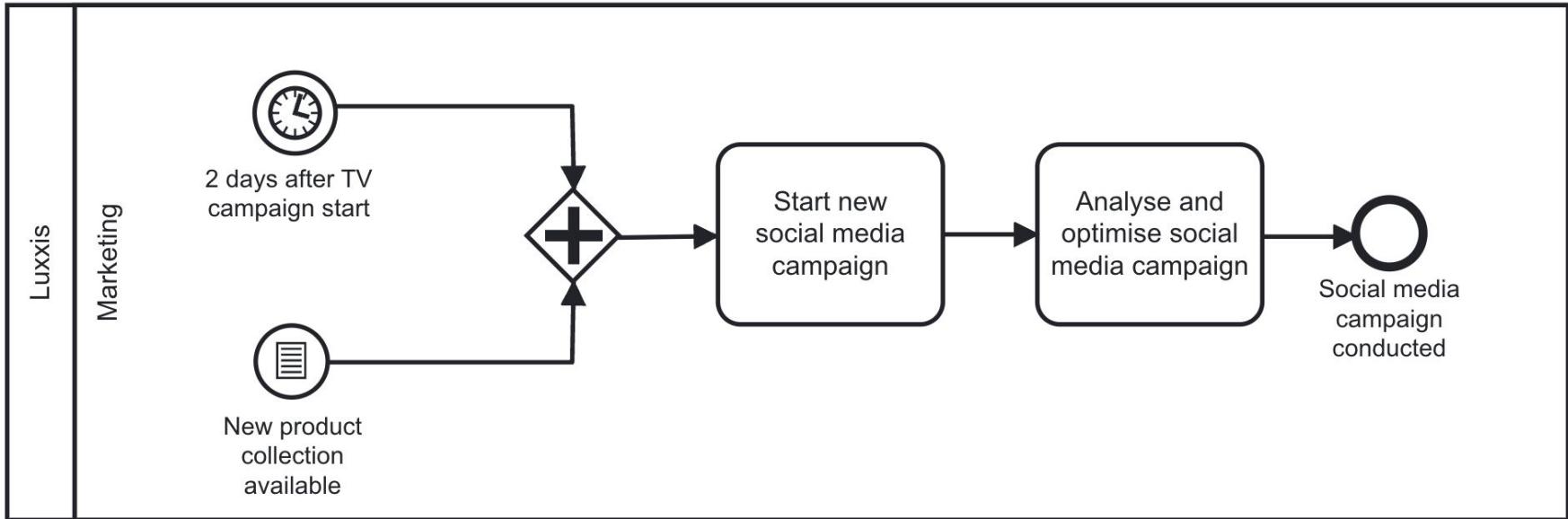












Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

process camp

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
Multi Pril.							

process camp

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
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Termin.							
Compen.							
Cancel							
Multi							
Multi Prll.							

process camp

Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
Escalat.							
Termin.							
Compen.							
Cancel							
Multi							
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process camp

Start			Intermediate				End
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Cancel							
Multi							
Multi Pril.							

process camp

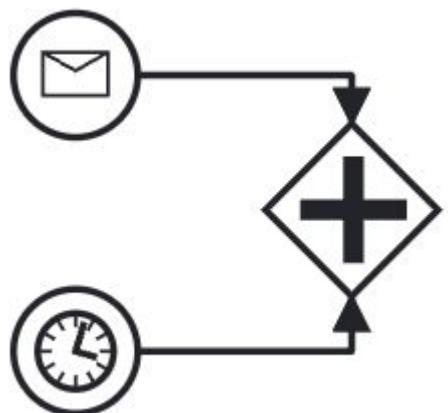
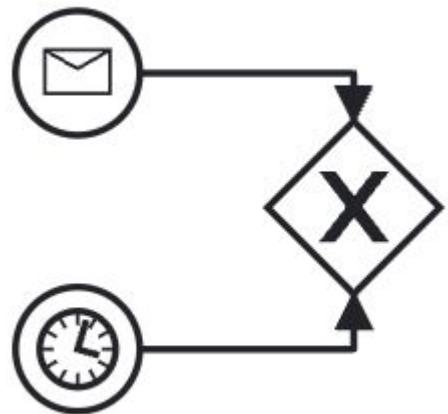
Start			Intermediate				End
Normal	Event Subprocess	Event Subprocess non interrupting	Catch	Boundary	Boundary non interrupting	Throw	Normal
Signal							
Error							
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Multi							
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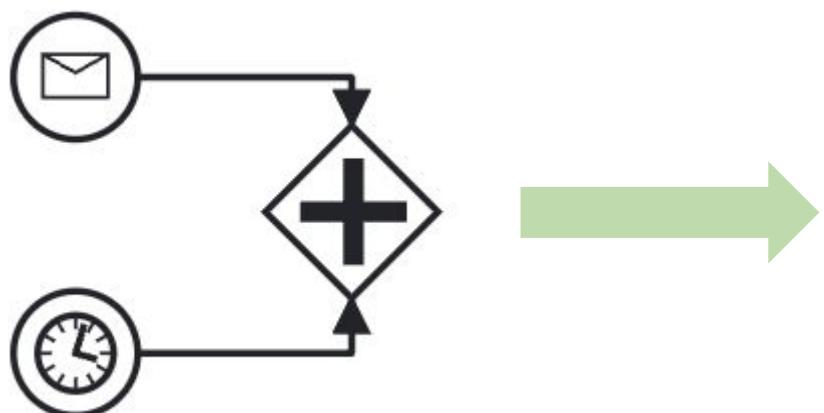
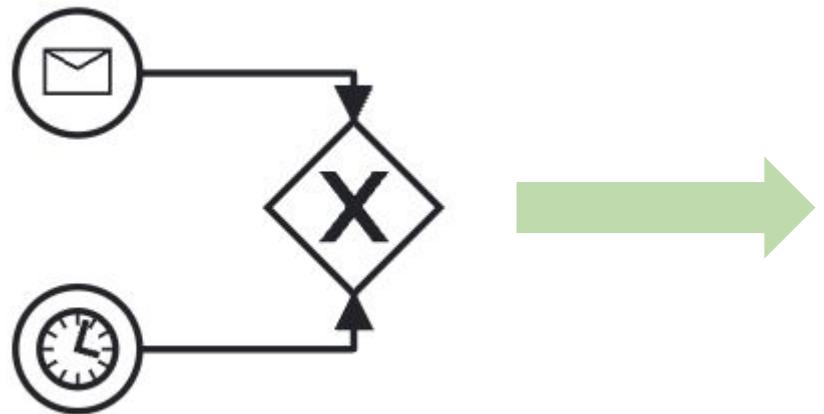
Note that also the Multi Parallel Event is **not available** in cawemo

- Processes with multiple start events are relatively rare

- Processes with multiple start events are relatively rare
- The Multiple Events hide valuable information, while the clarity of the process doesn't improve significantly



process camp



process camp



process camp



- We don't know which events exactly are meant anymore.





- We don't know which events exactly are meant anymore.



- The amount of space this abstraction saved is minimal



## *Best Practice Rule:*

In general I'd recommend to avoid both the Multi - and the Multi Parallel Event, as context and details are lost

# BPMN Use Case





# Bankovia

- Bankovia is a very traditional & old fashioned bank
- When it comes to processes, the way of thinking is “paper only”!



# Bankovia

- But even their the most loyal customers start to demand more and more digital products.

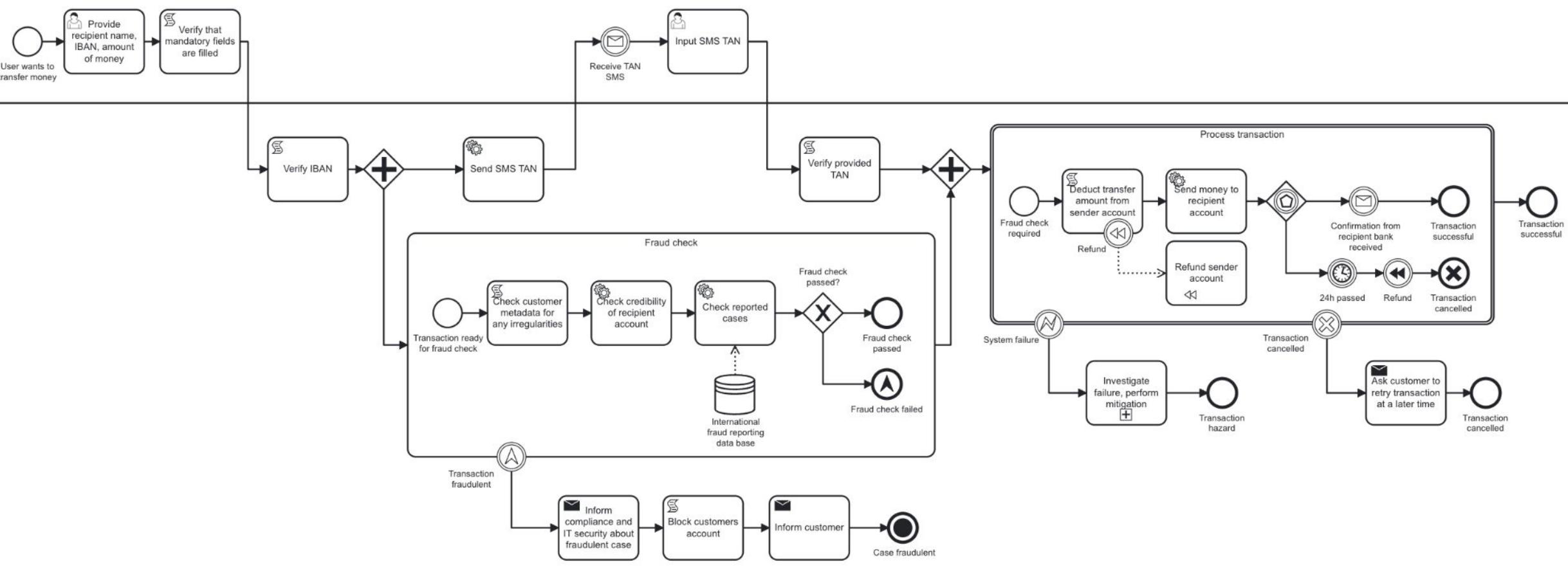


# Bankovia

- The Management decides to build an app for its clients, so they can easily transfer money to other accounts

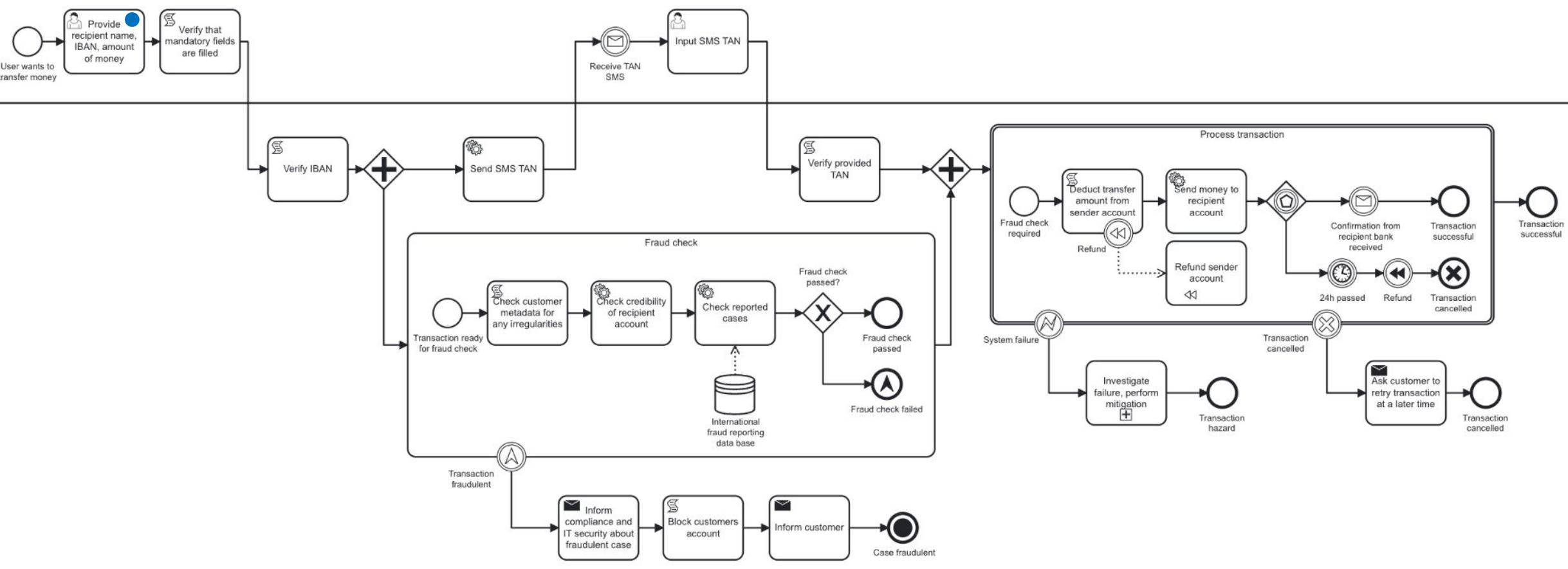


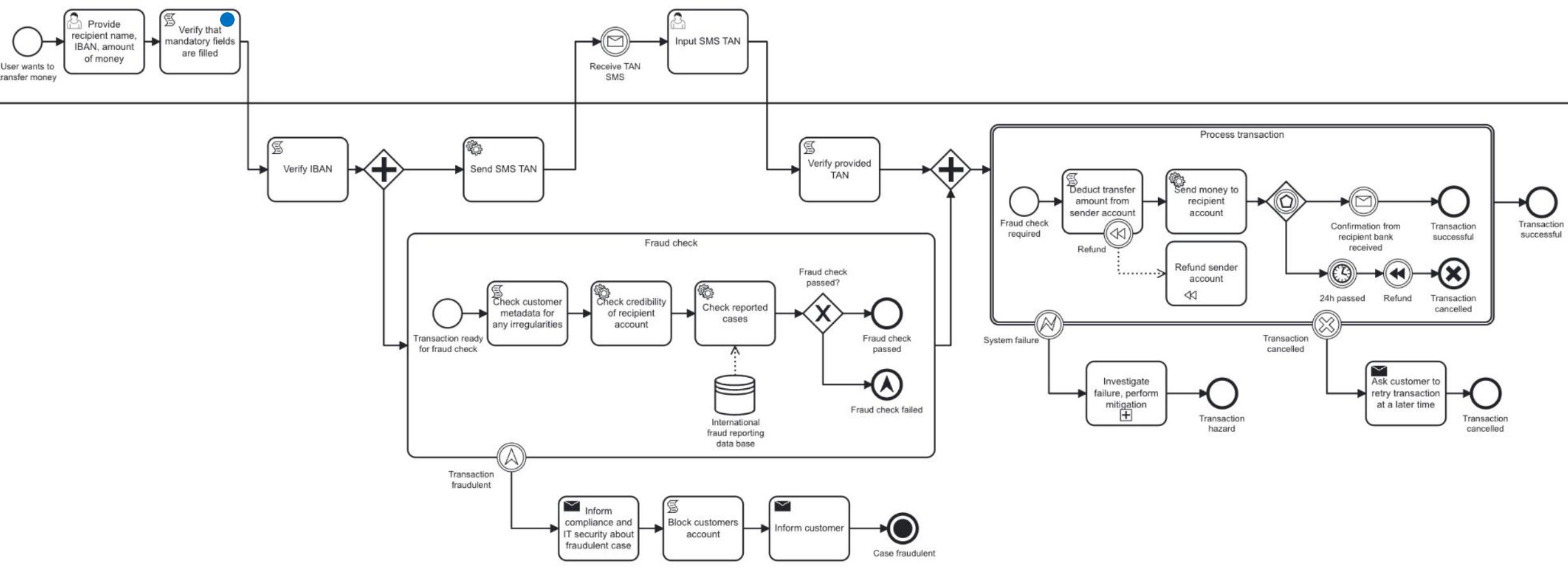
The app will depend heavily on Bankovia's internal **Transaction Management System**, which will act as a backend for the app

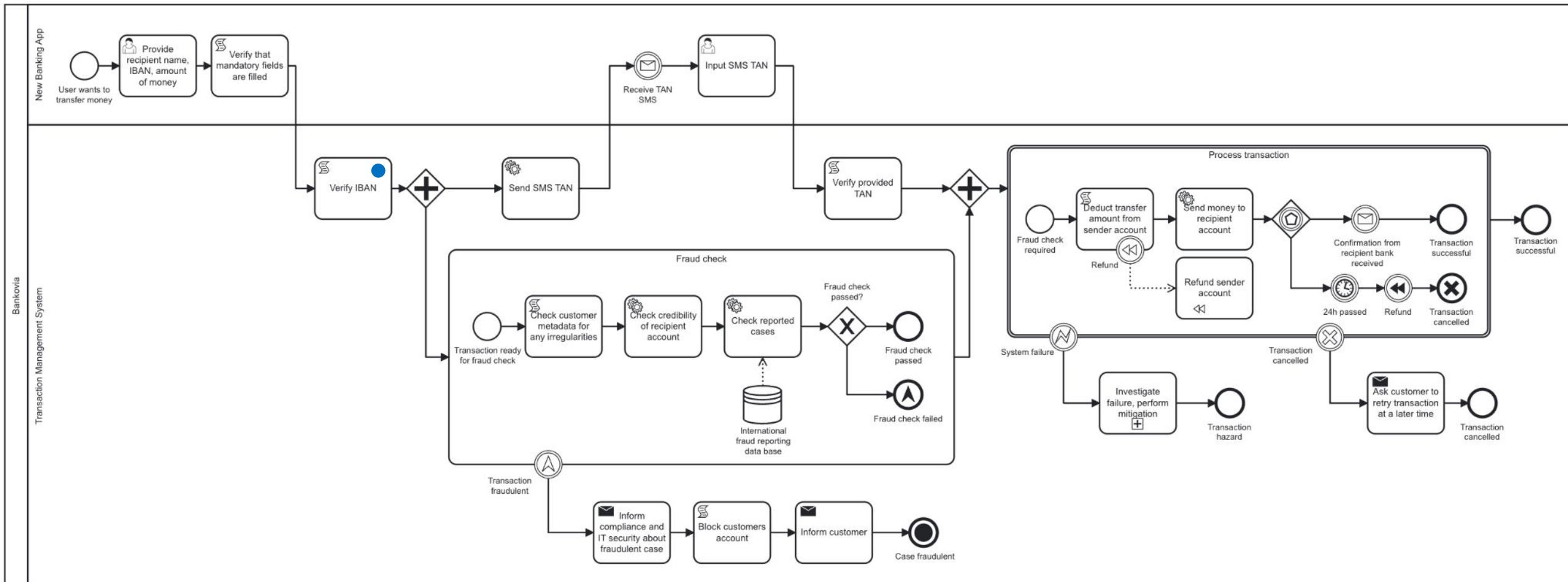


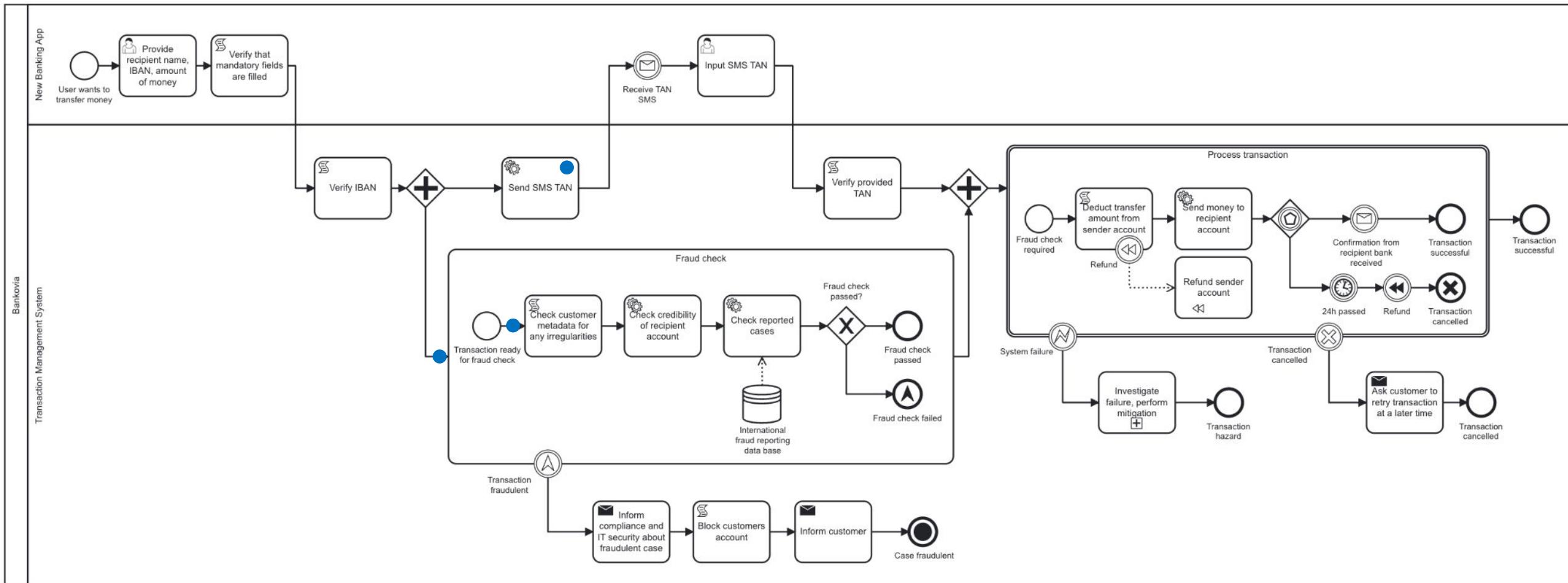


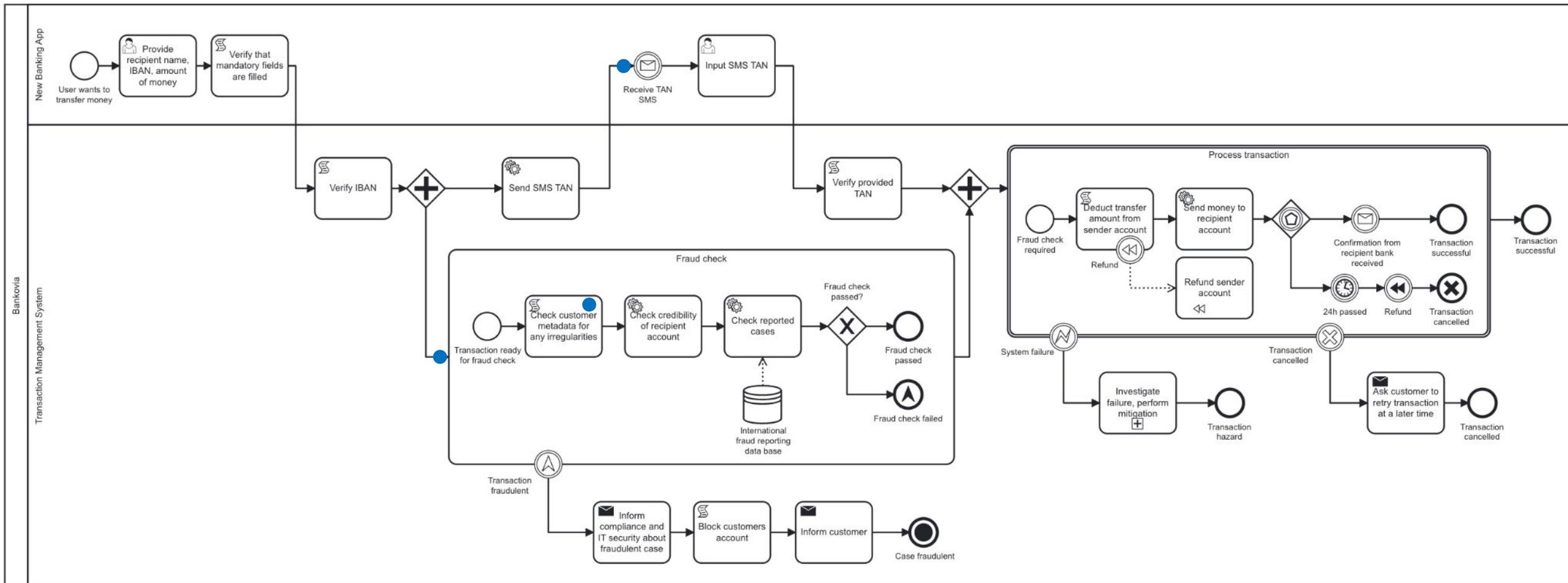
Let's look at a **fraudulent** transaction first.

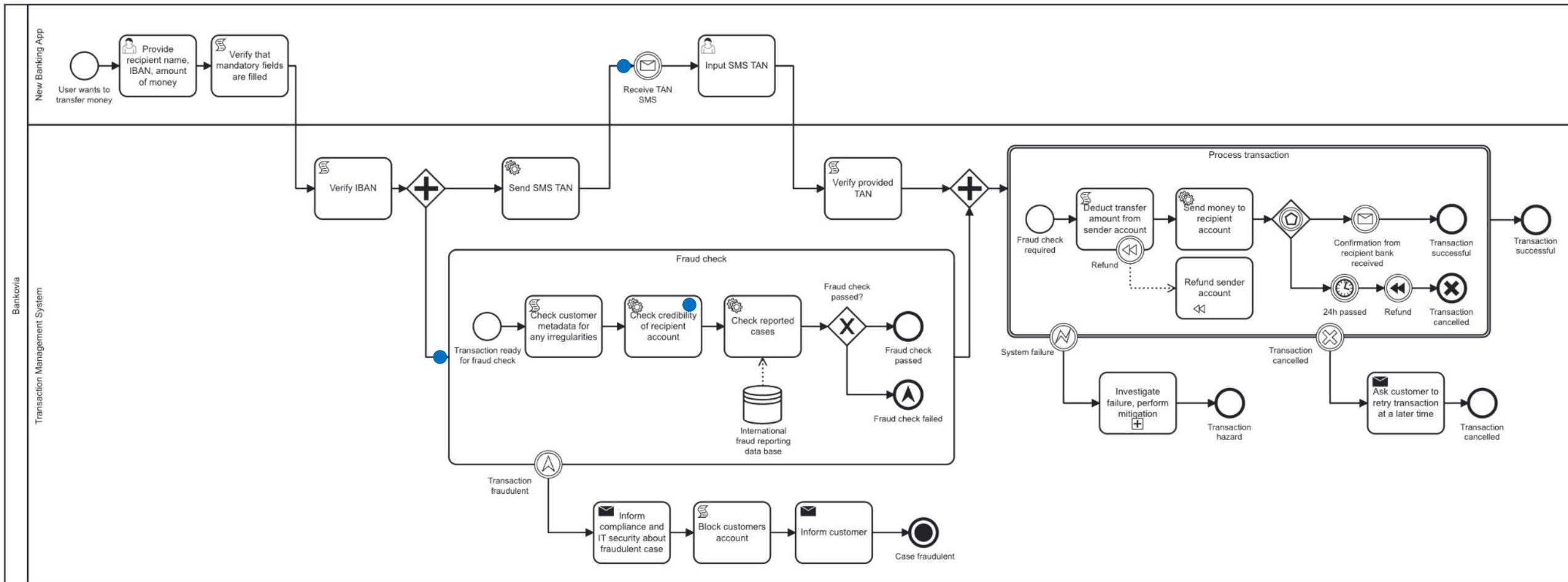


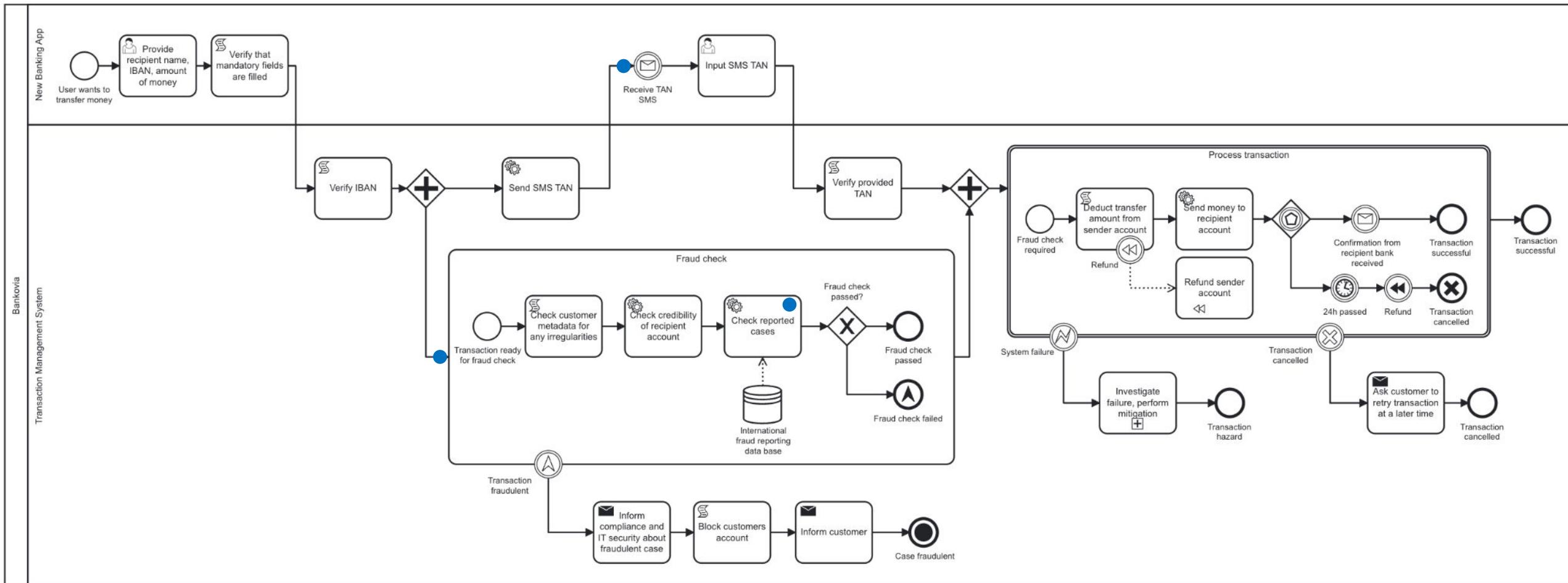


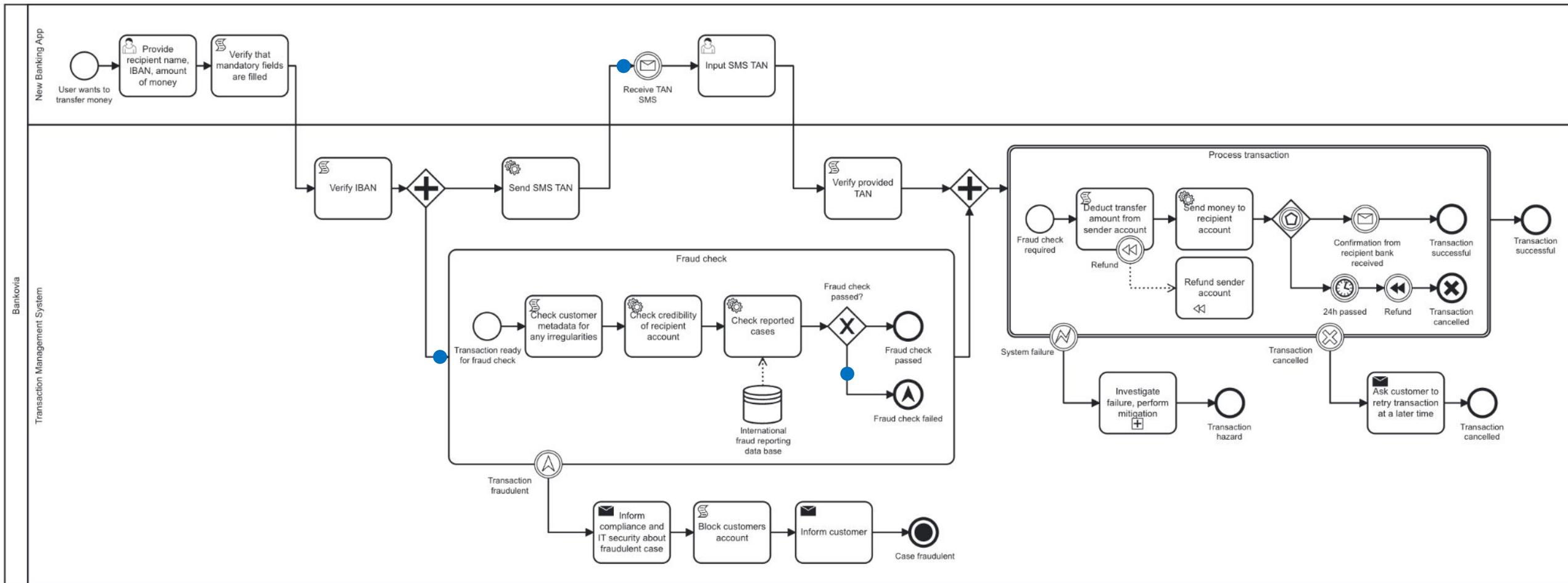


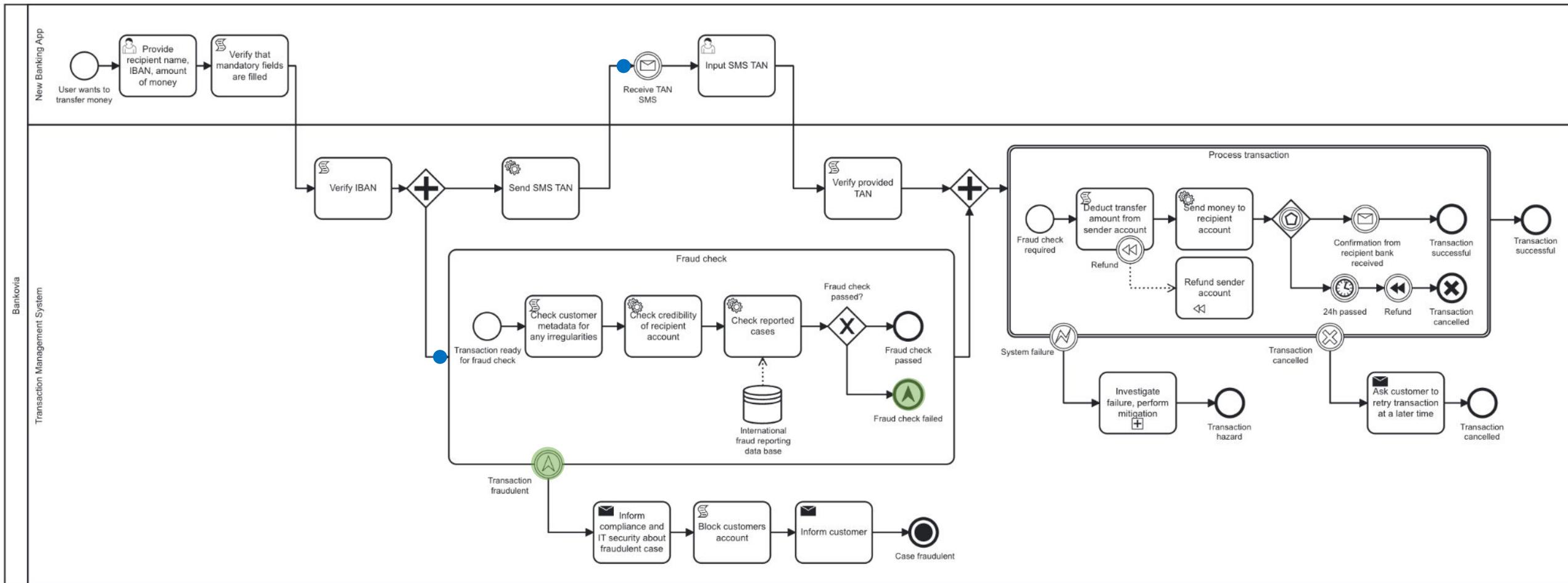


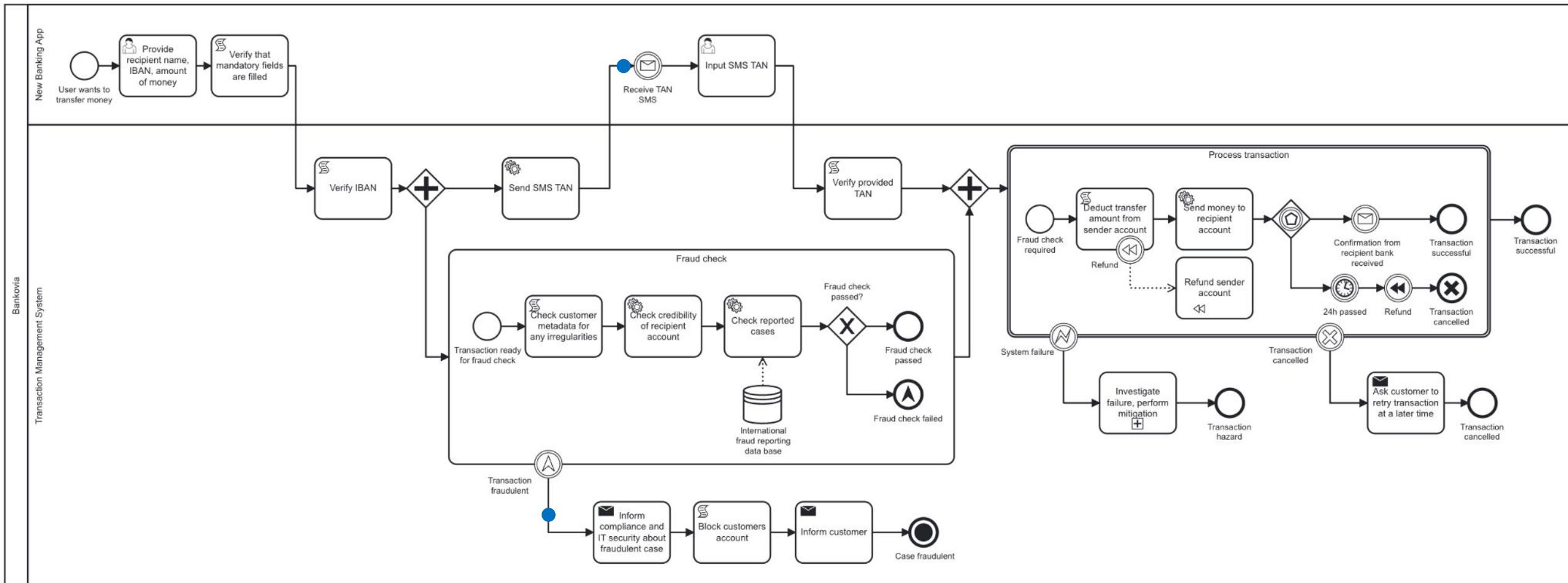


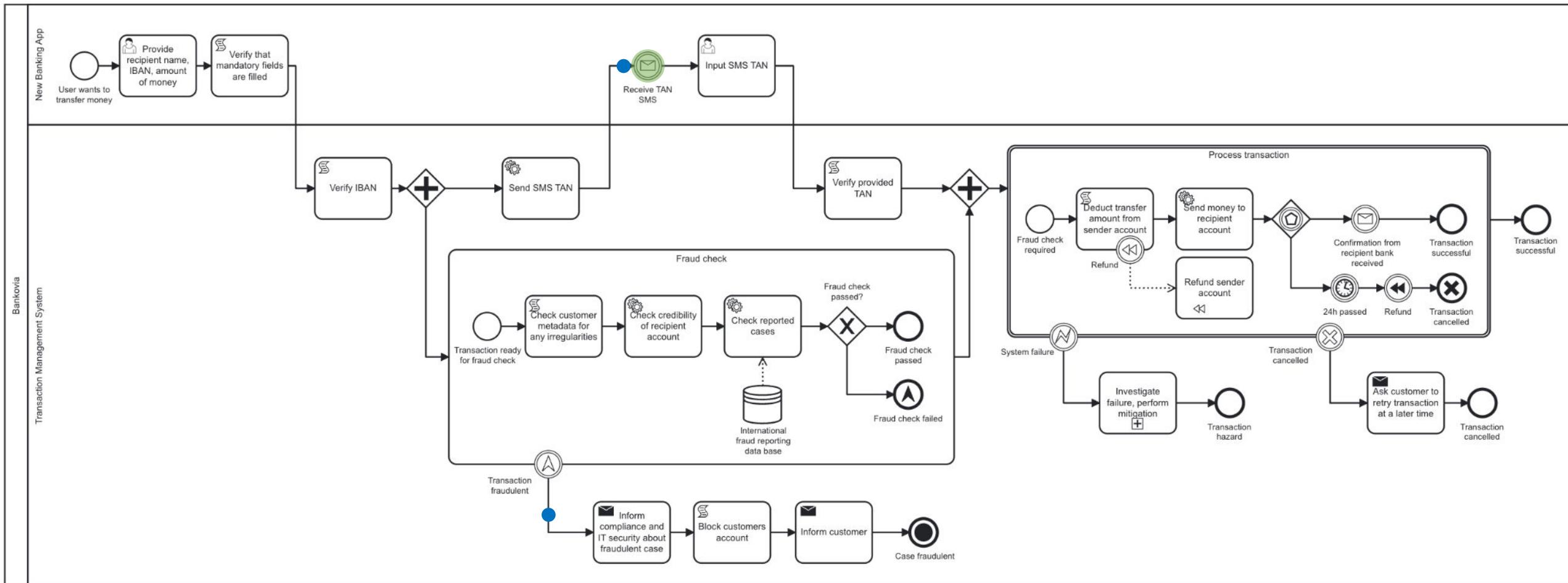


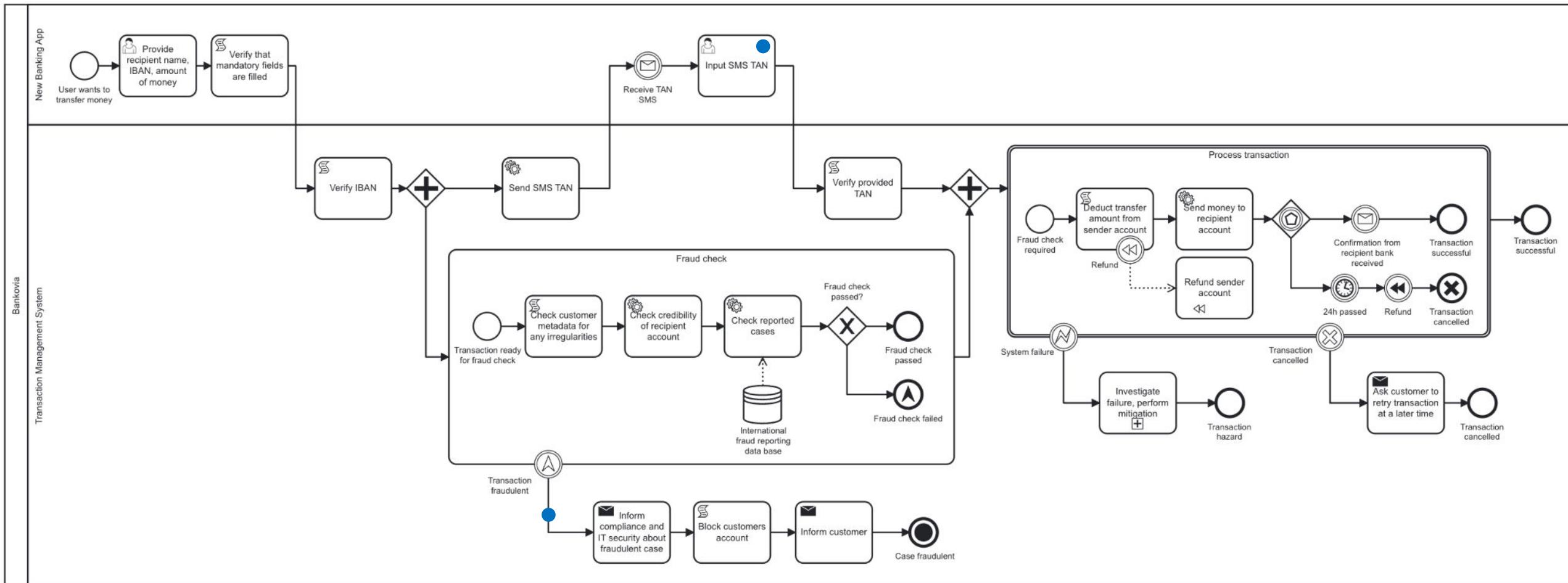




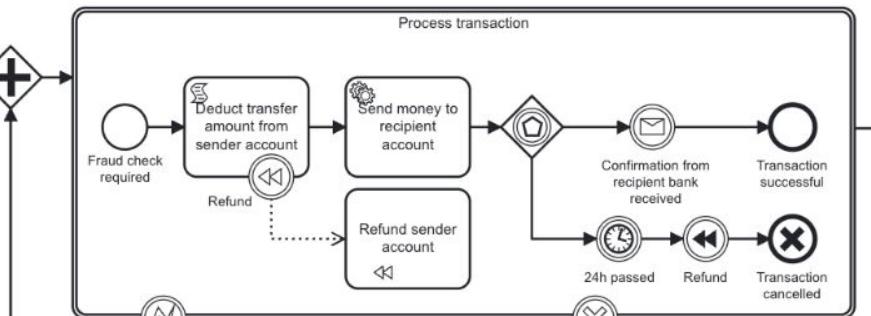
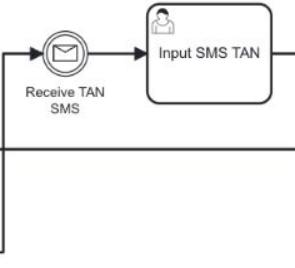
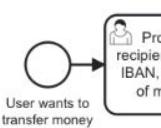




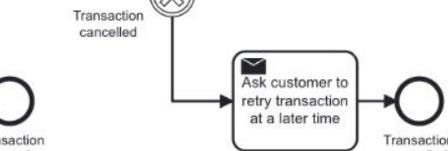
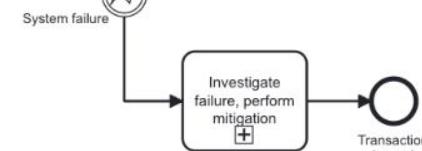




## New Banking App

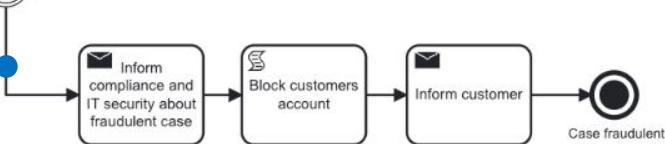
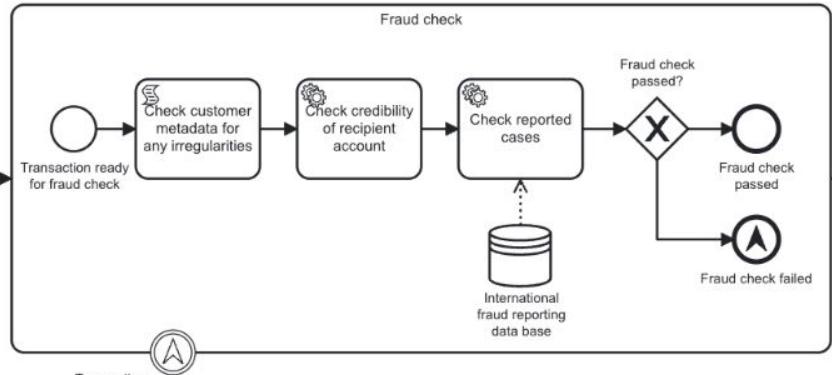


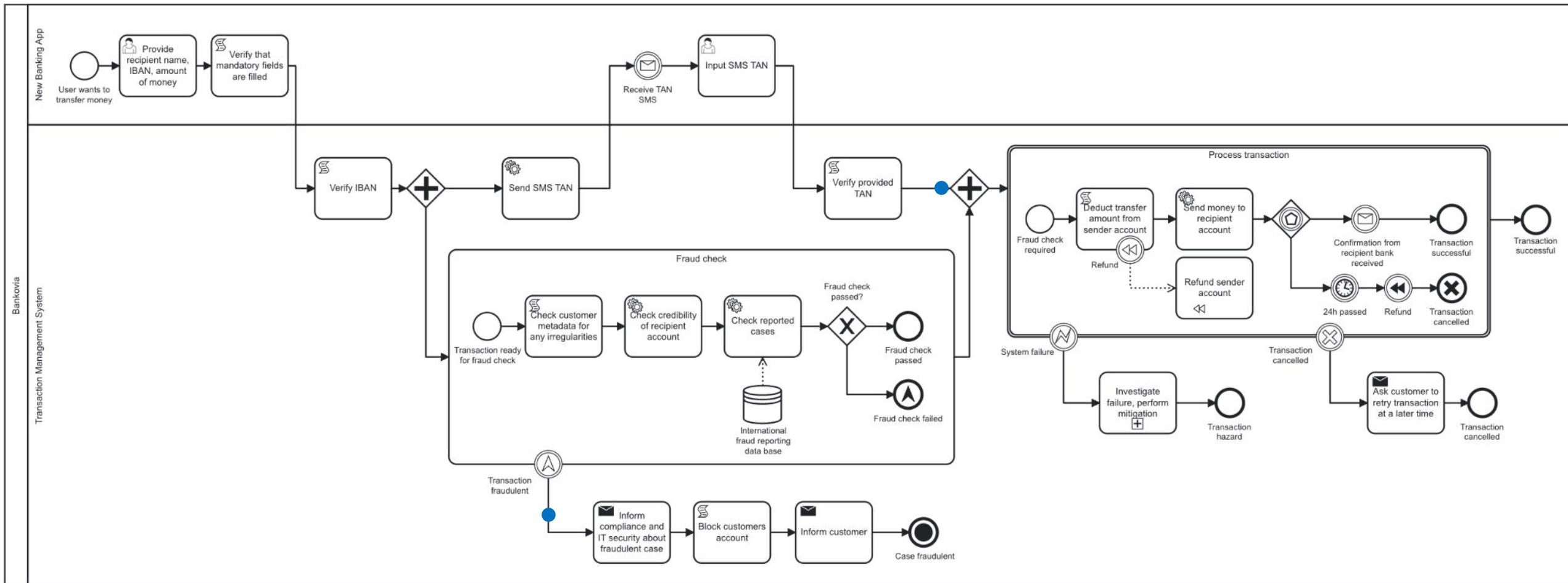
System failure

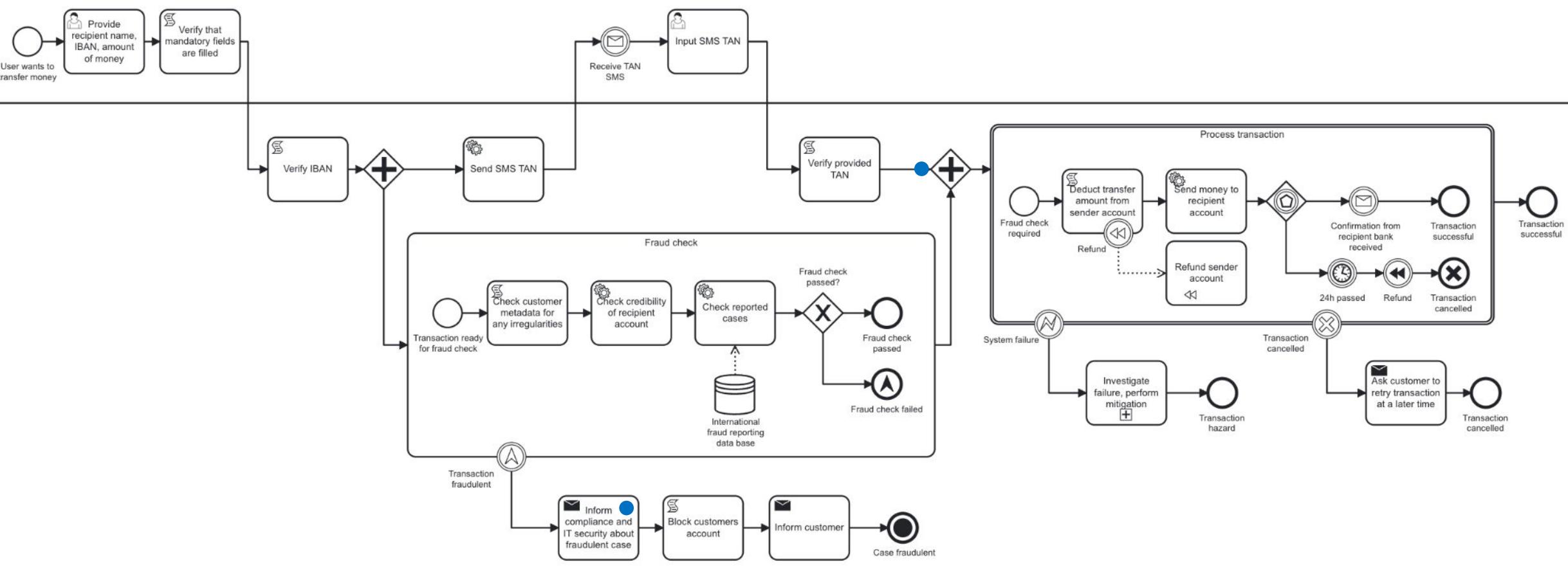


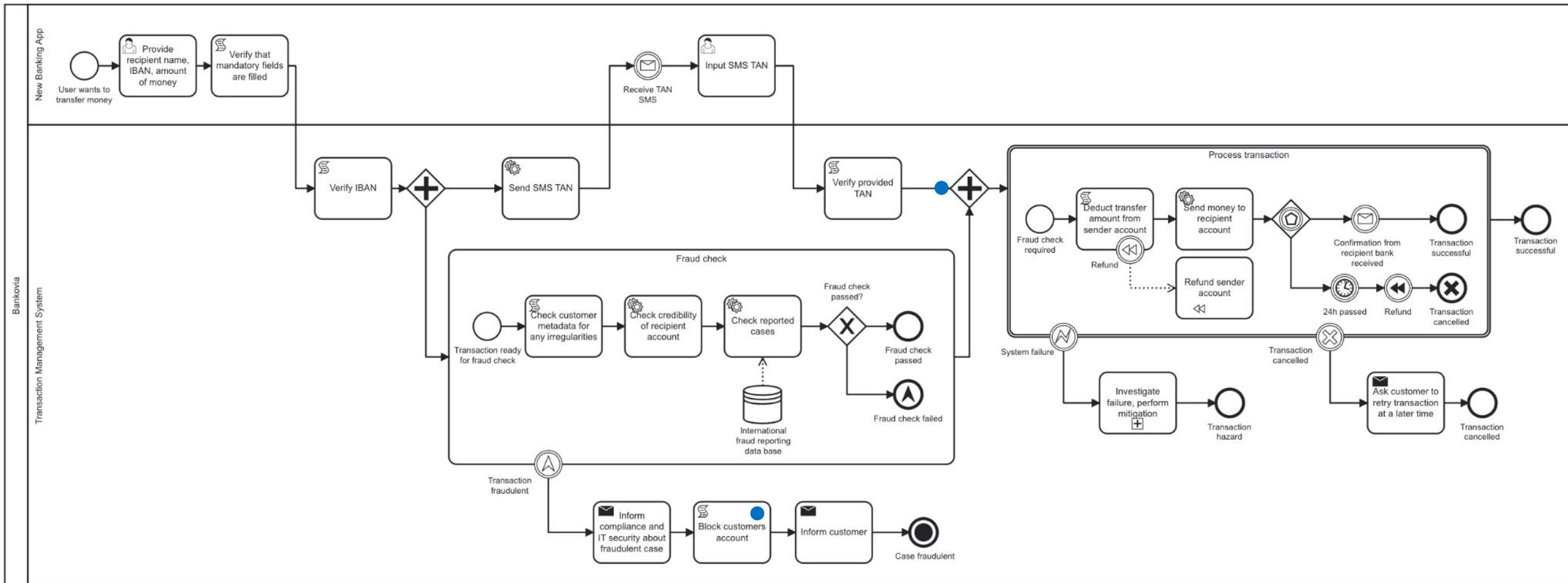
## Bankovia

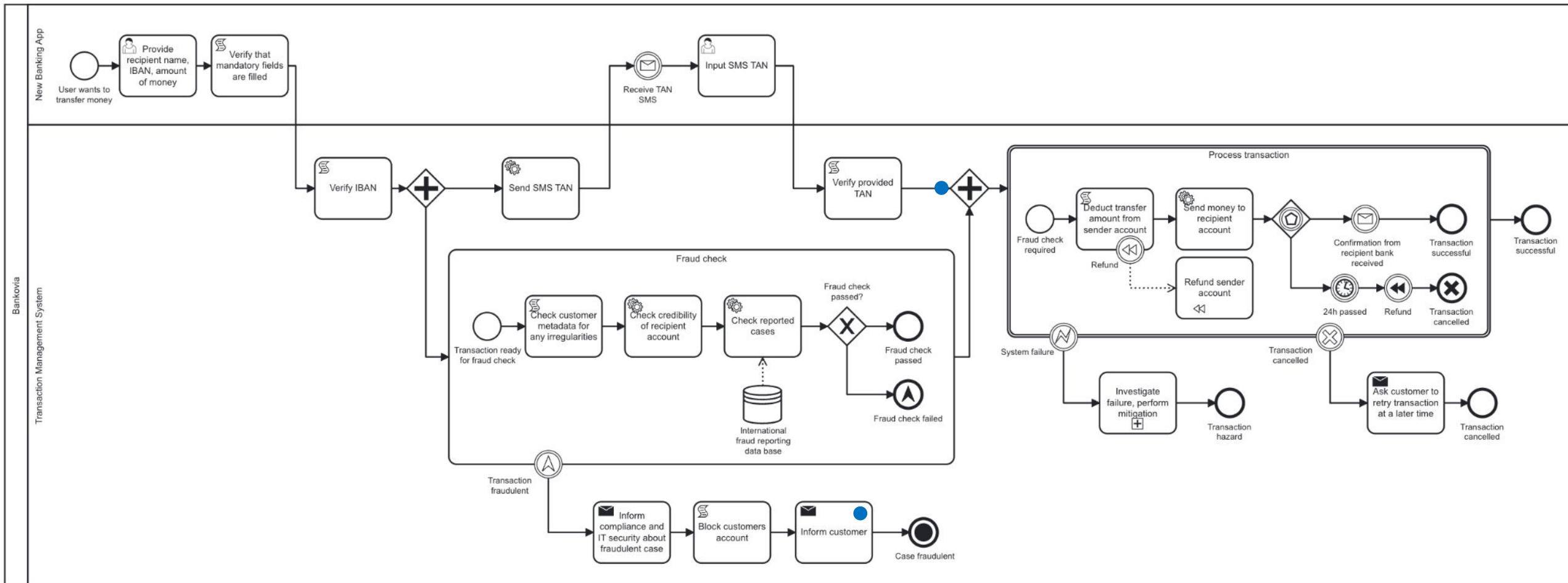
## Transaction Management System



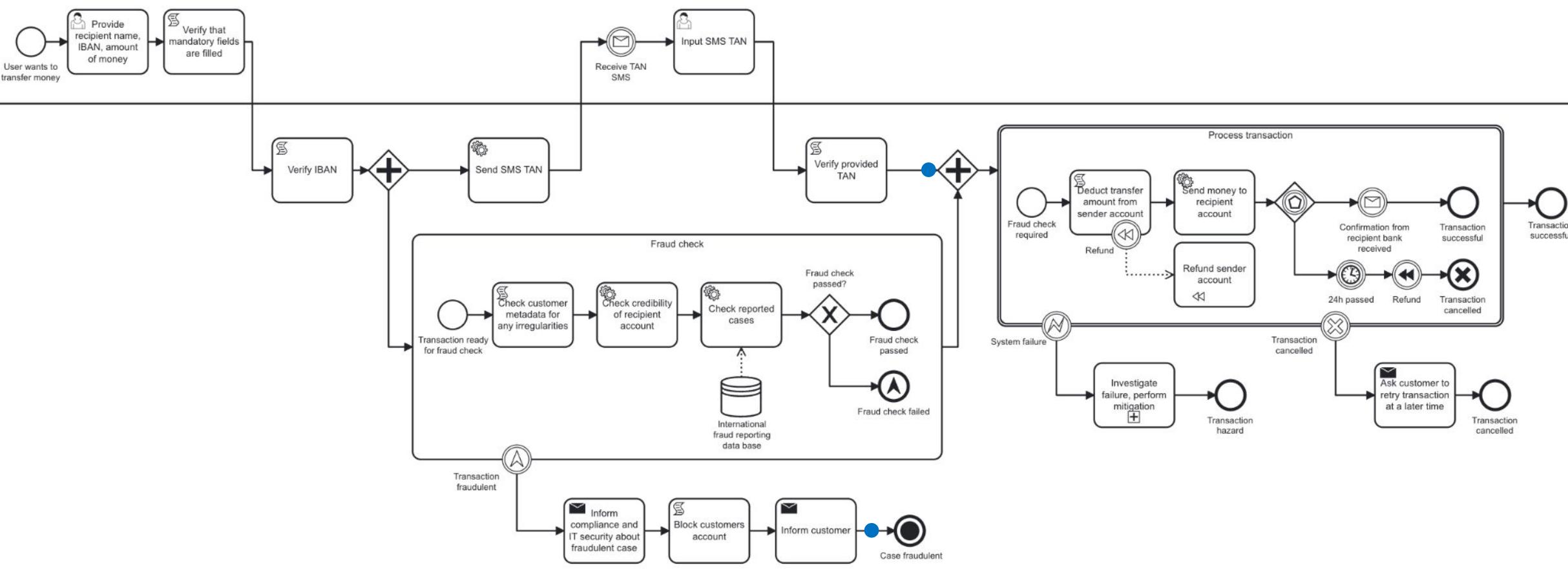


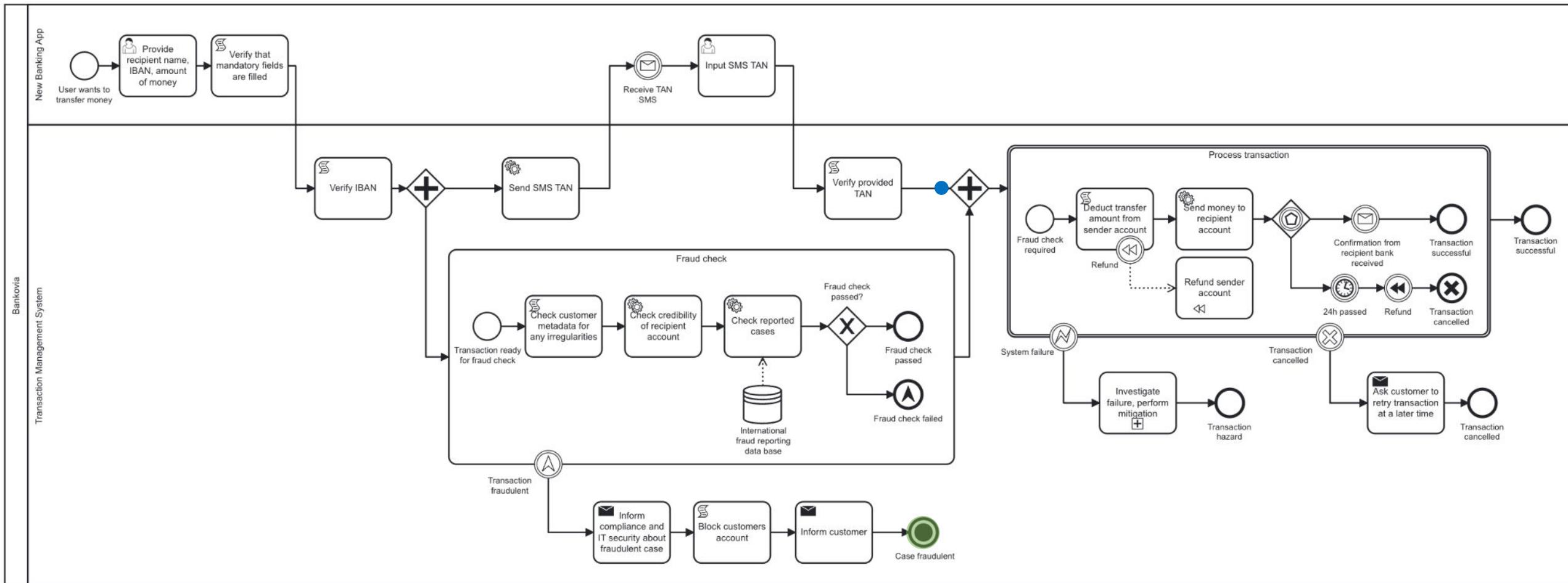


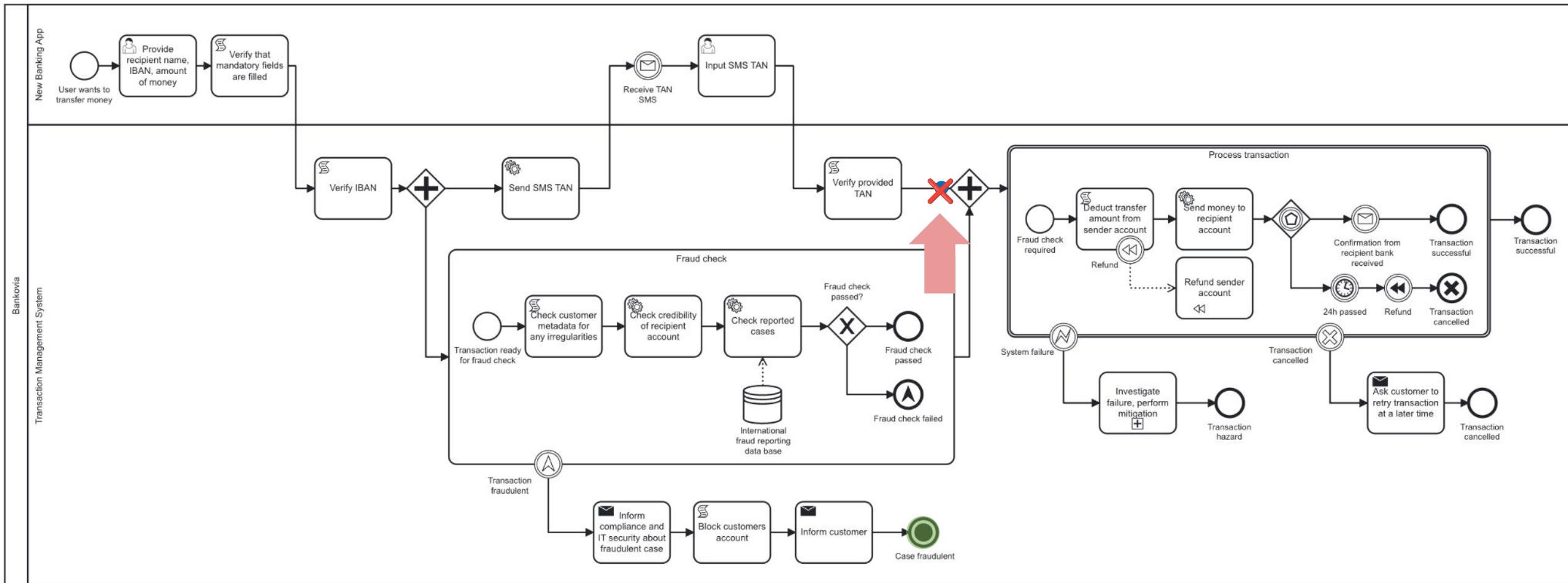




## New Banking App

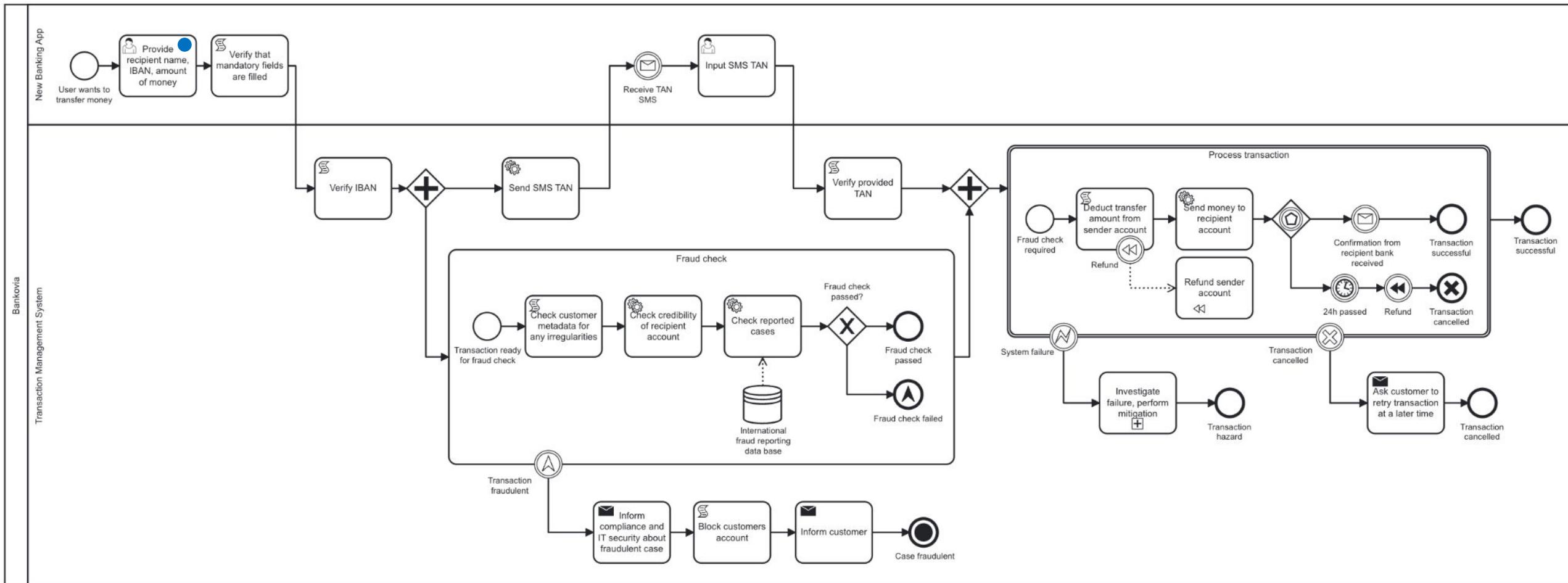


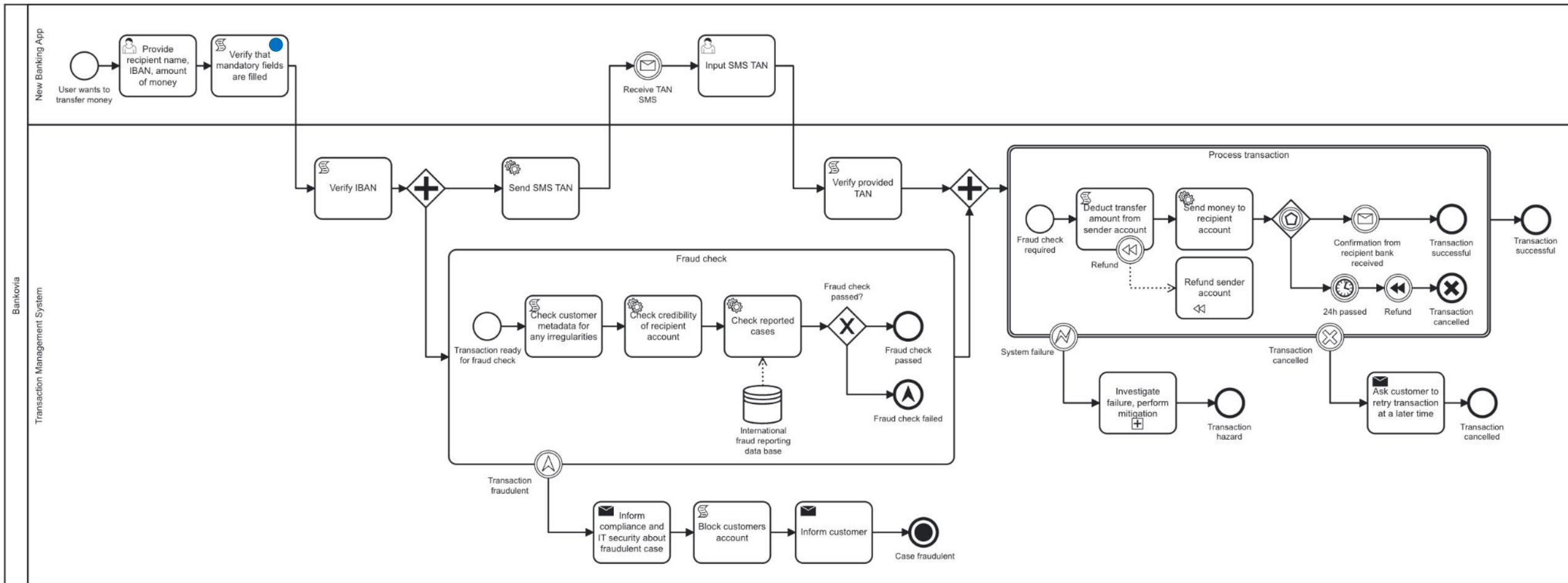


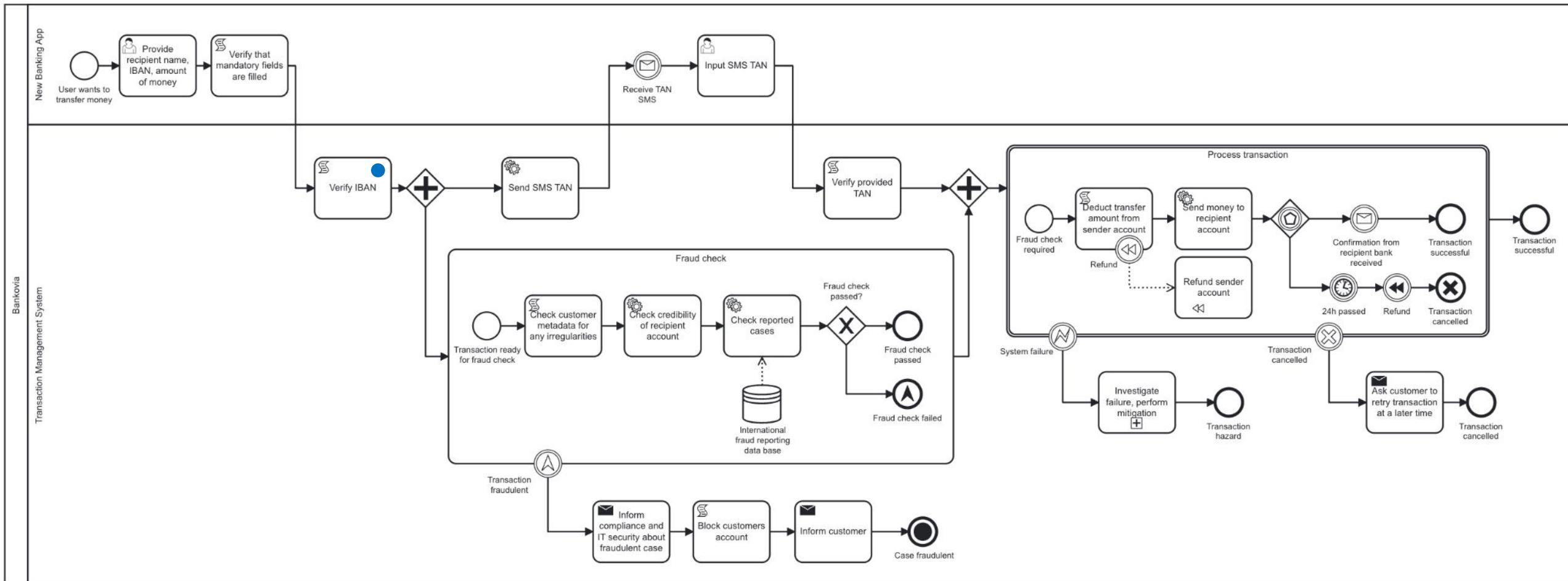


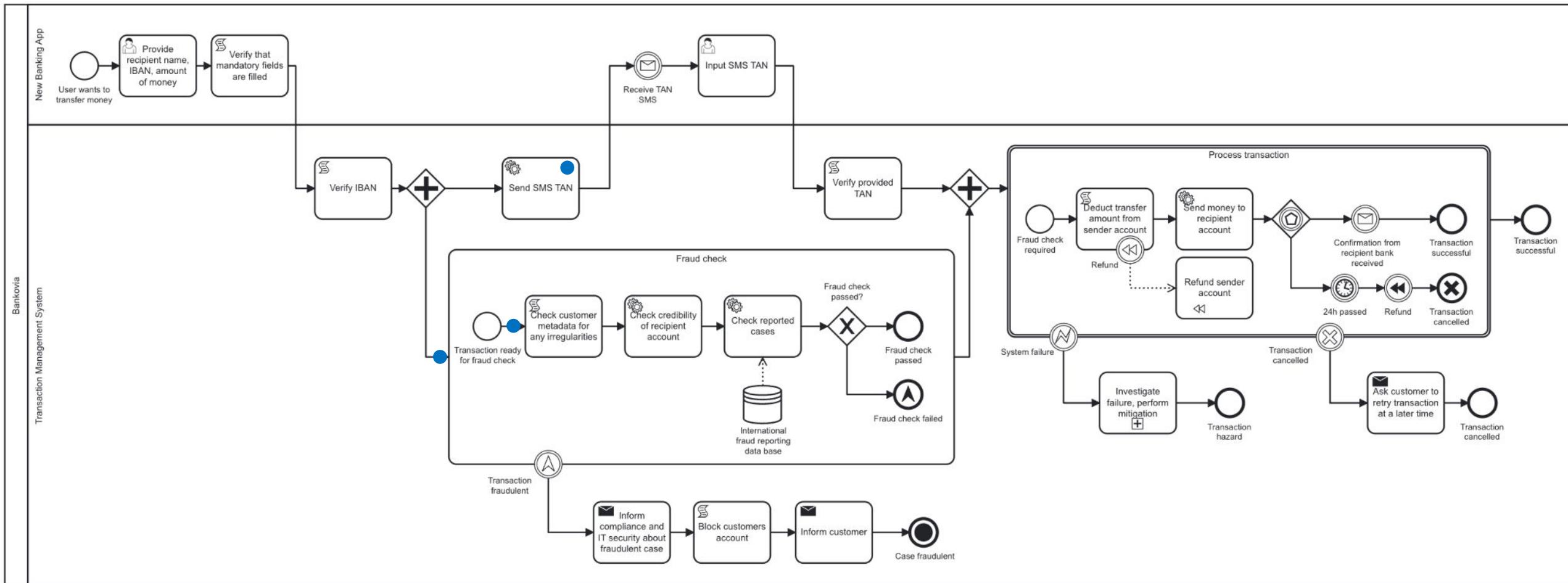


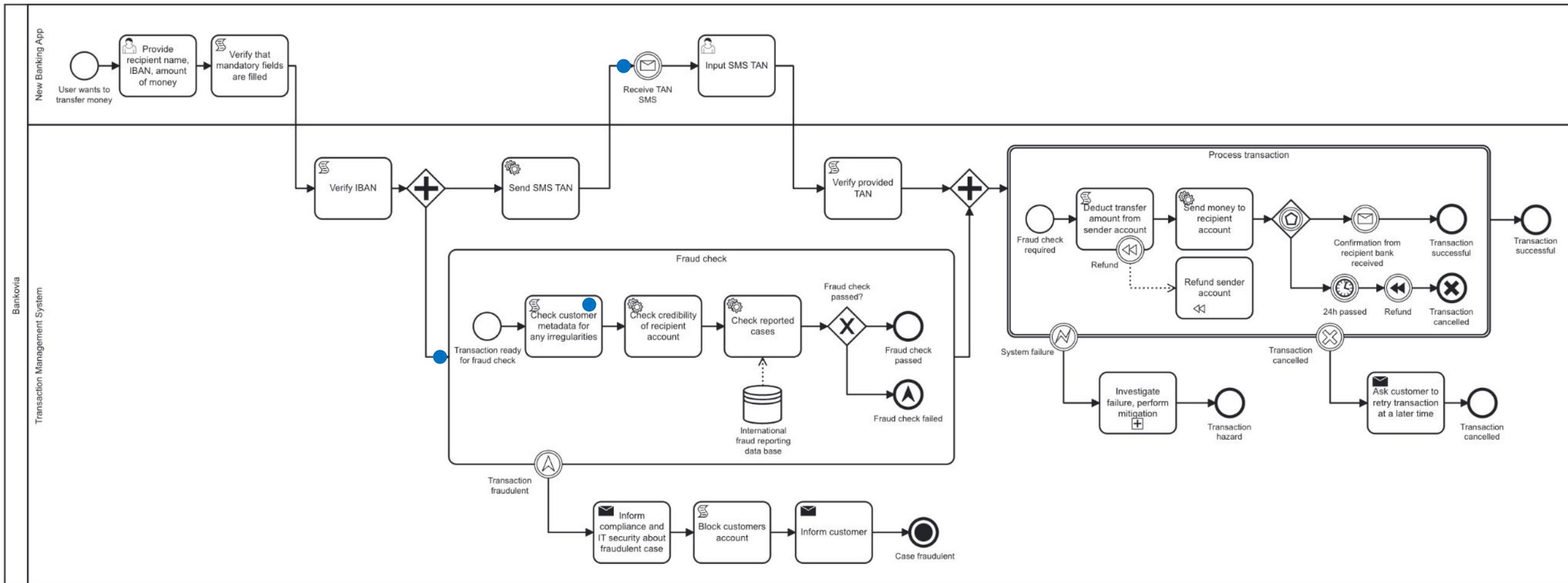
Let's see what happens if the recipient bank  
is not reachable.

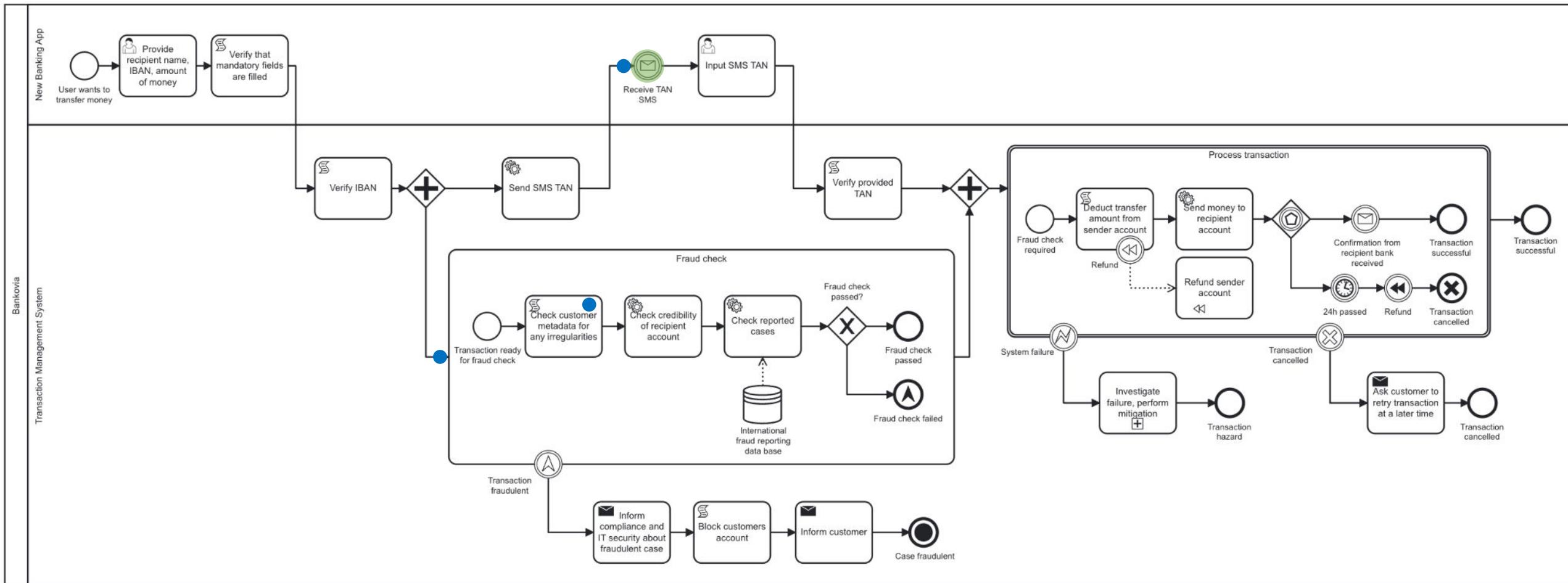


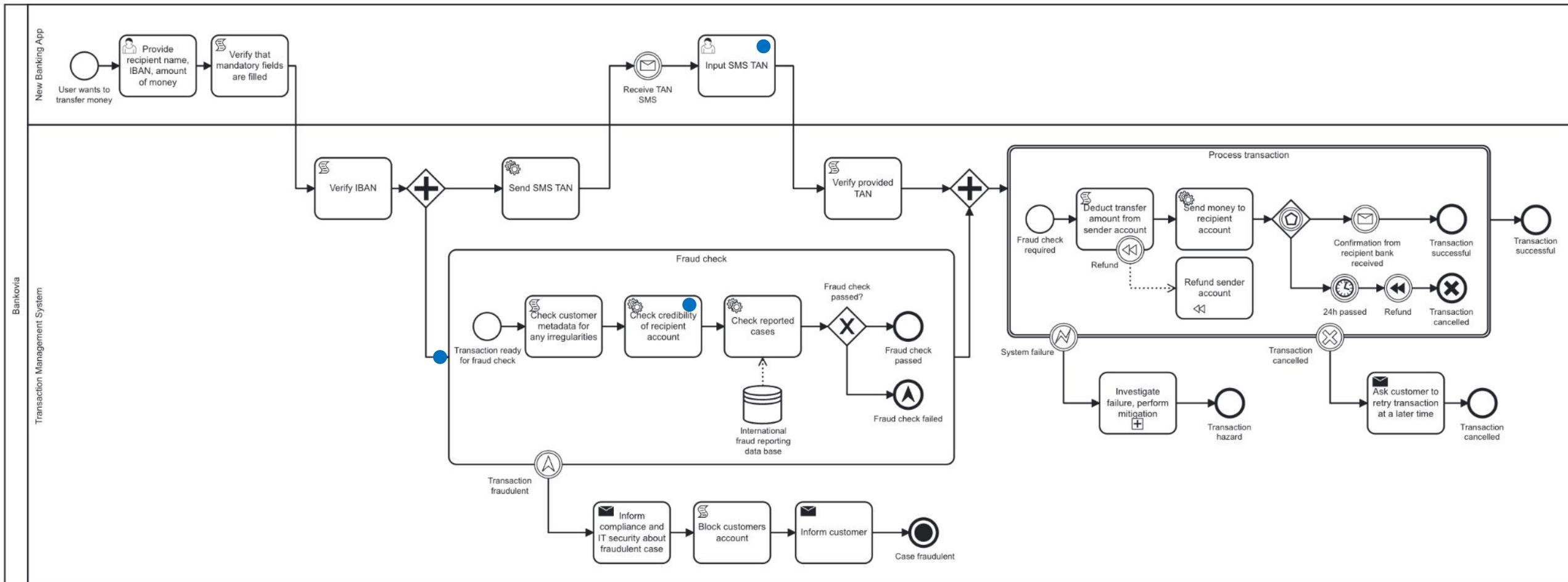


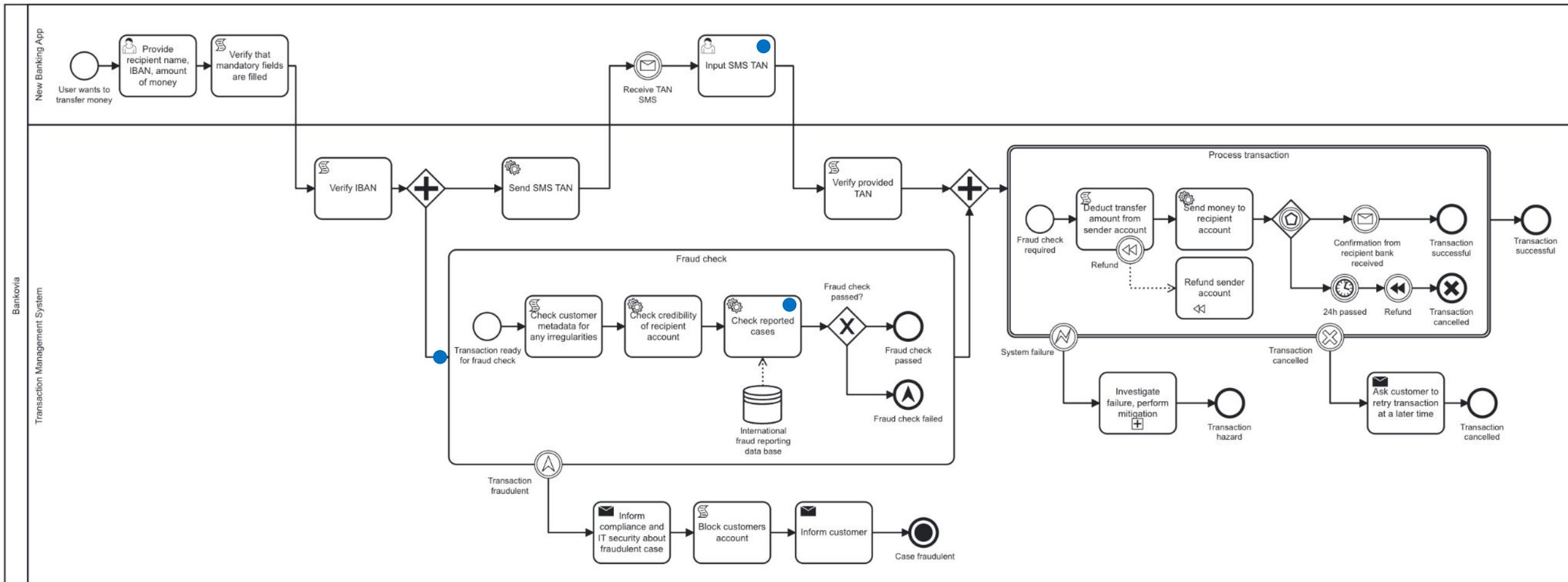


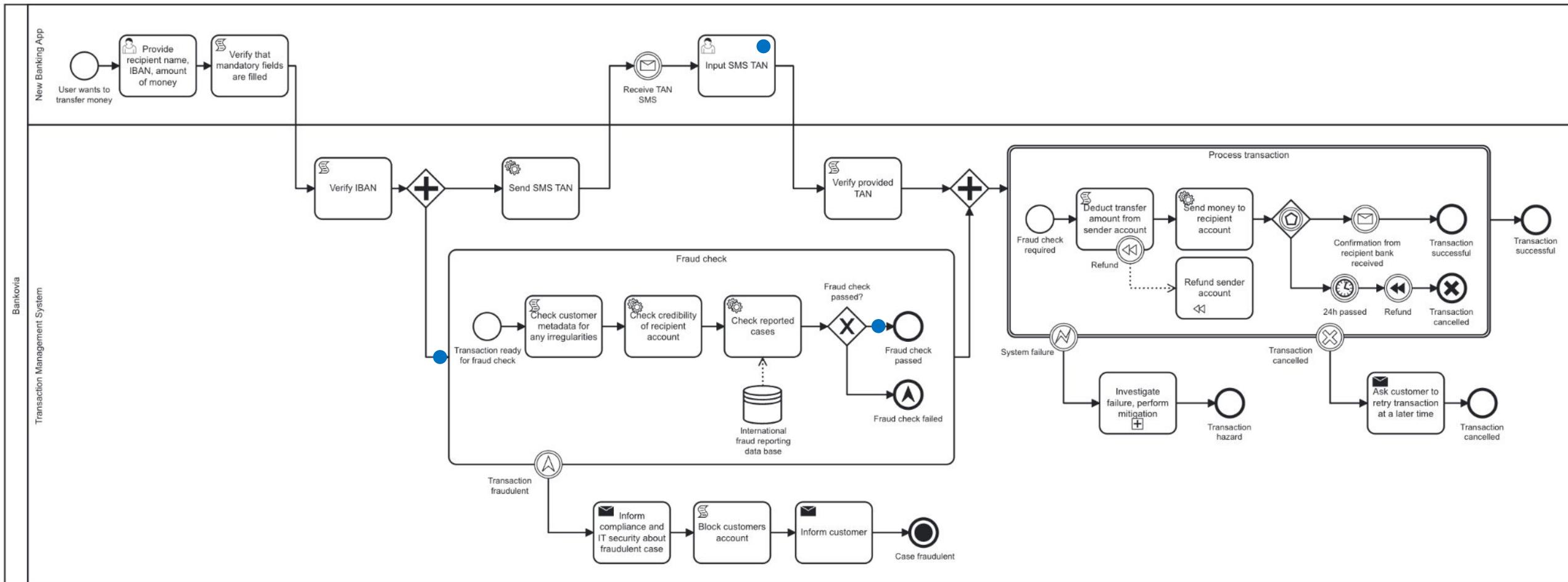


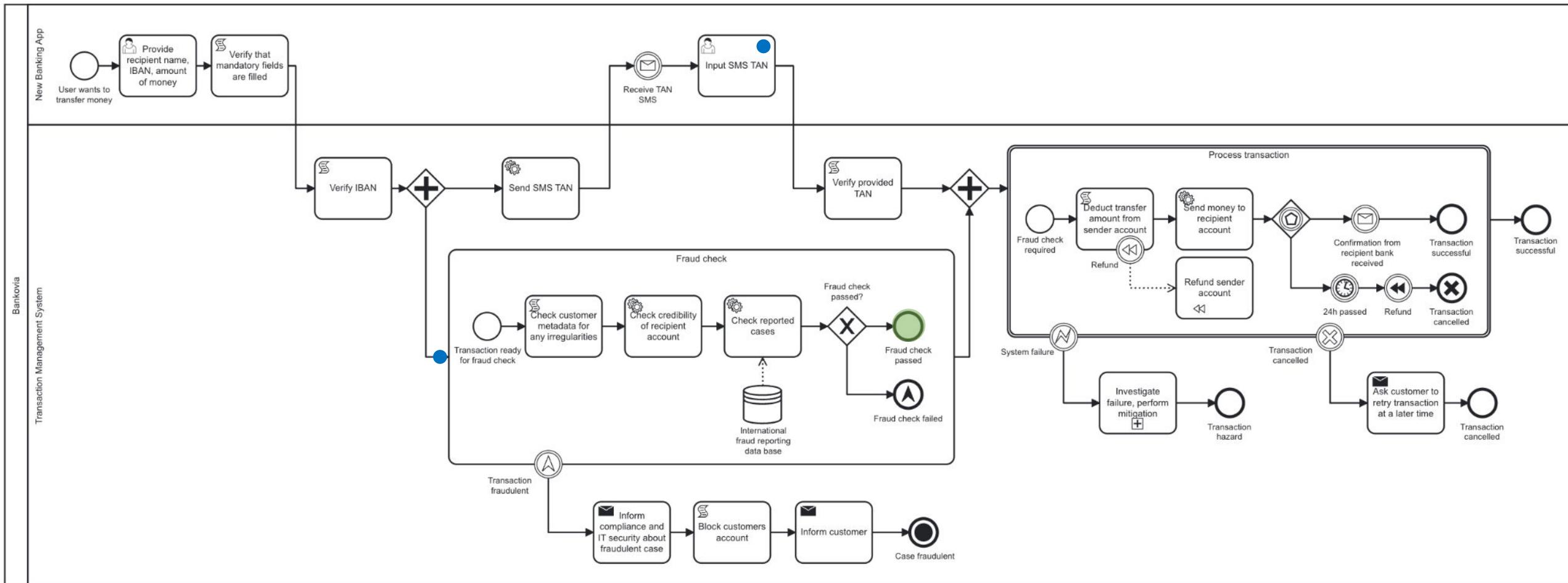


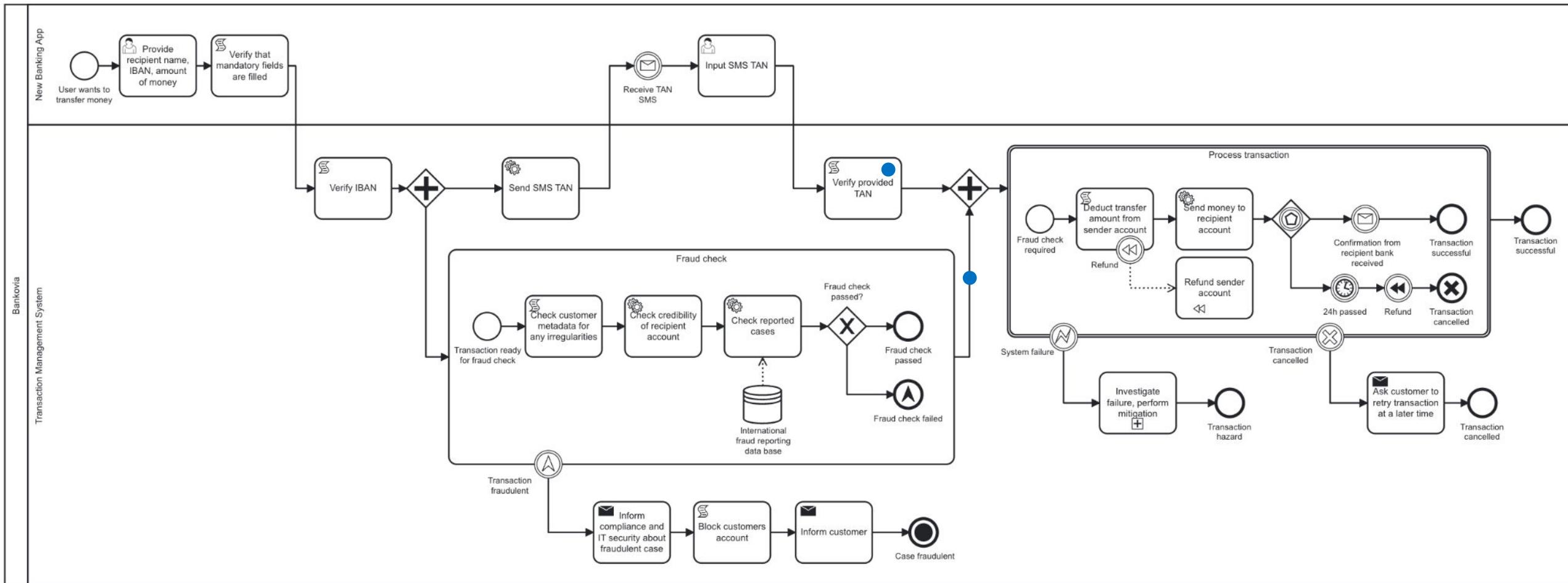




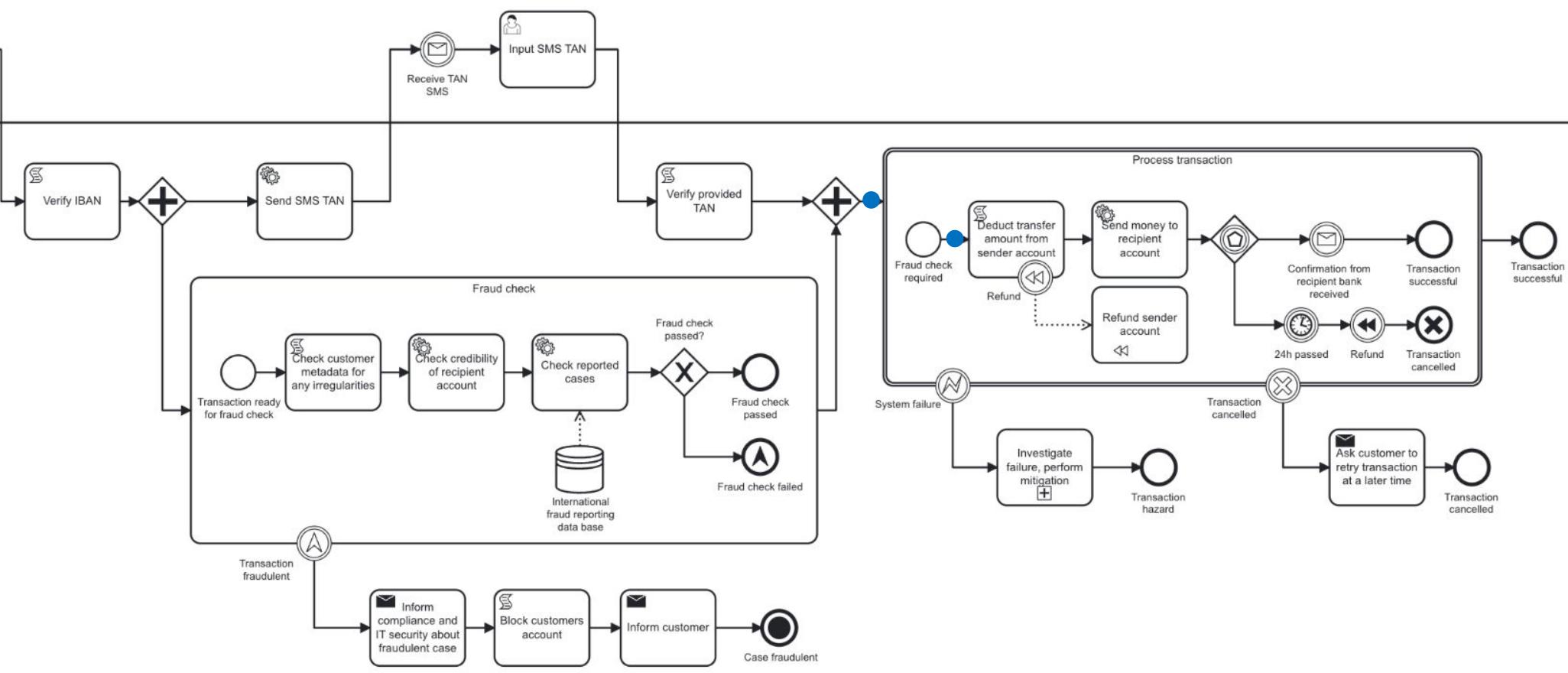
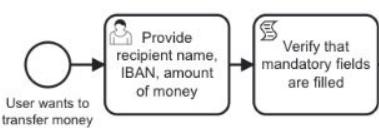




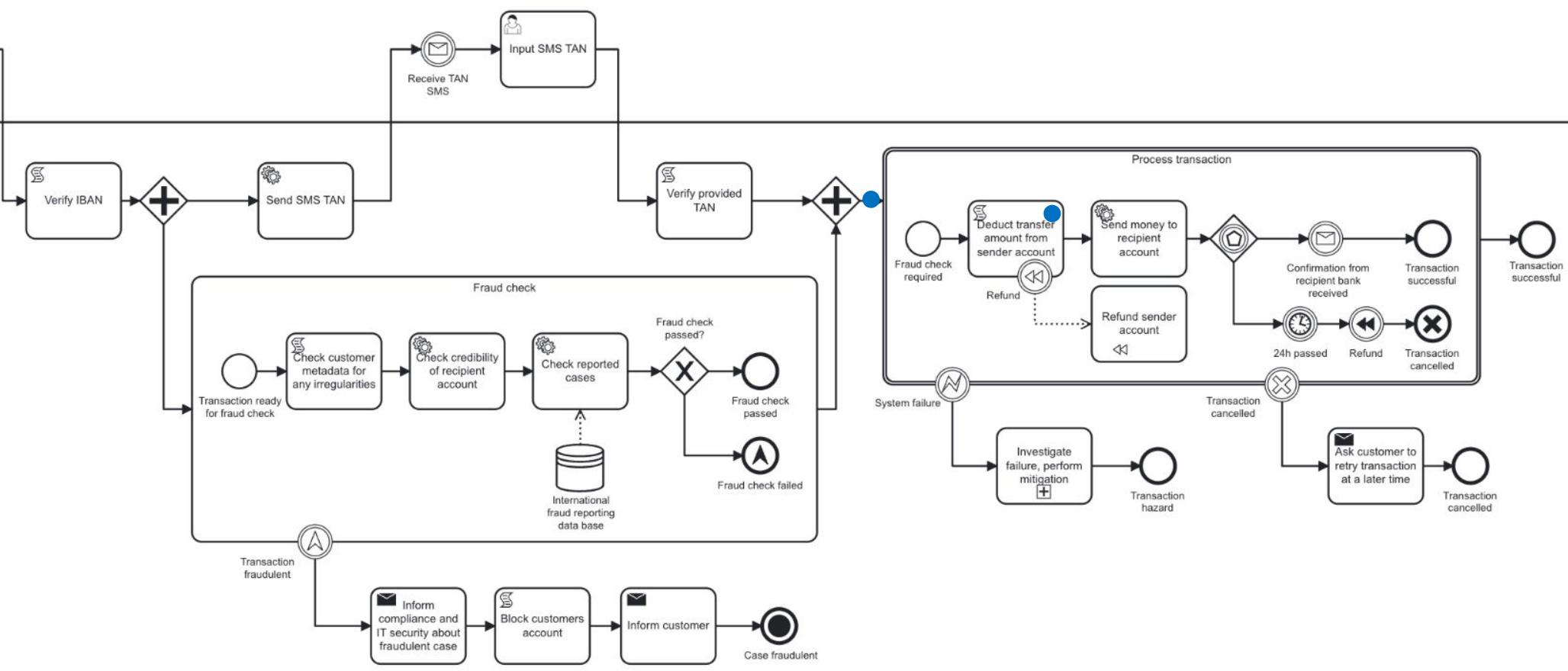
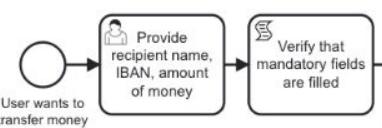


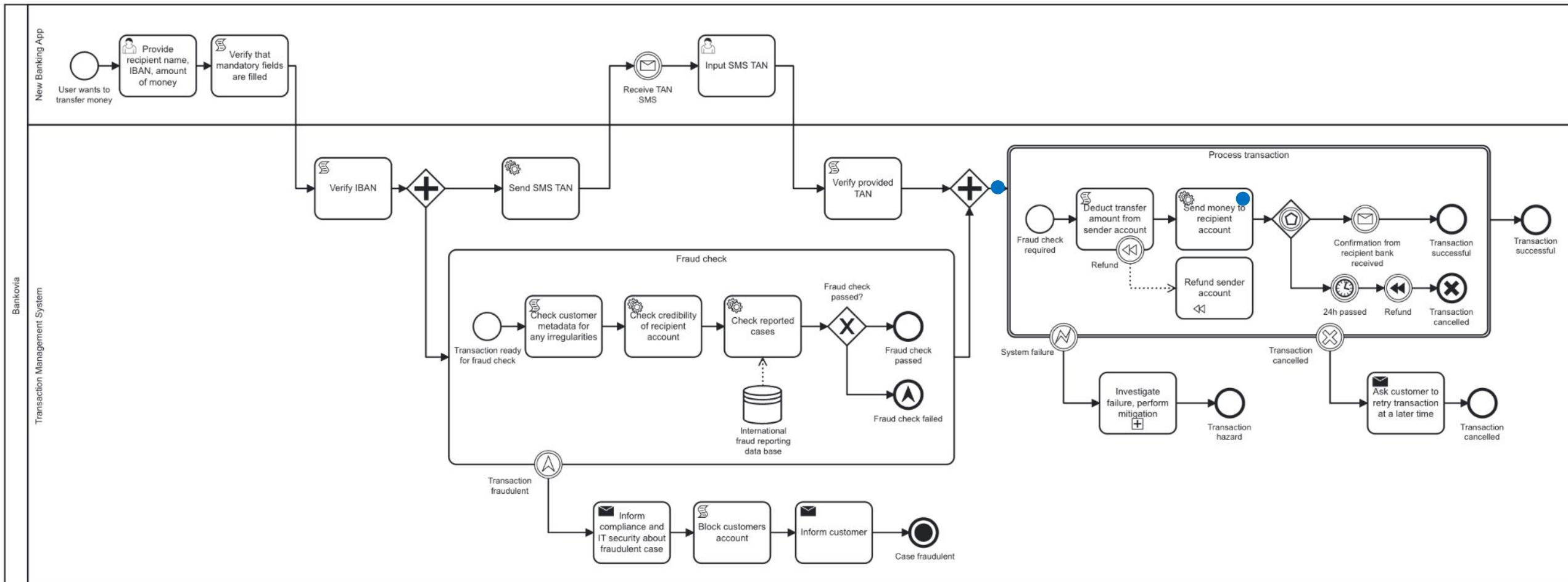


## New Banking App

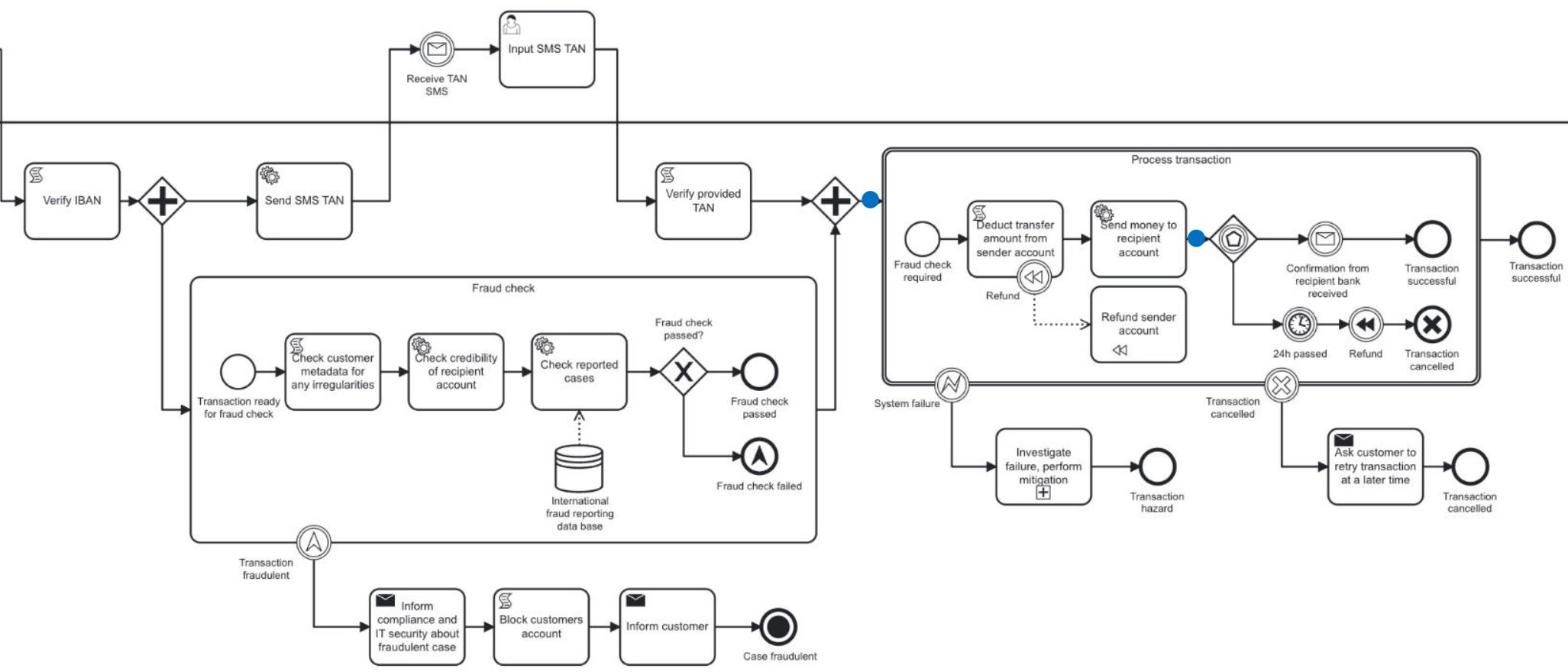
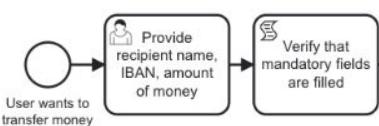


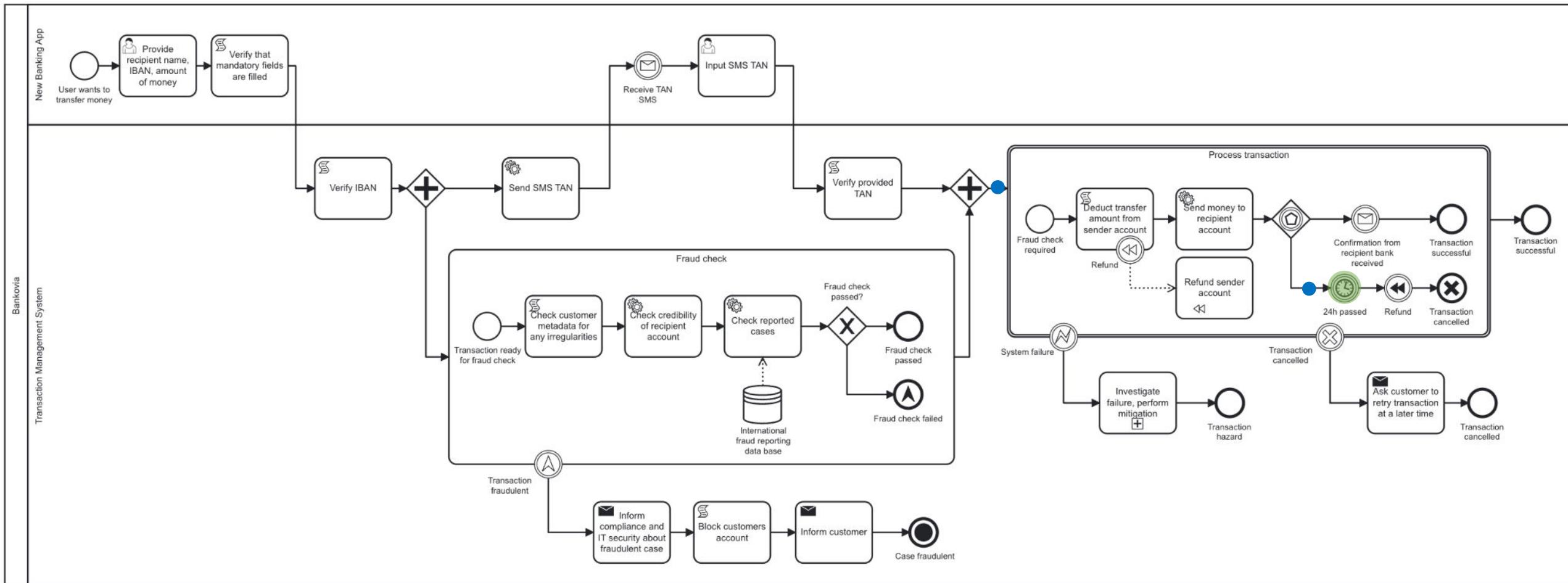
## New Banking App

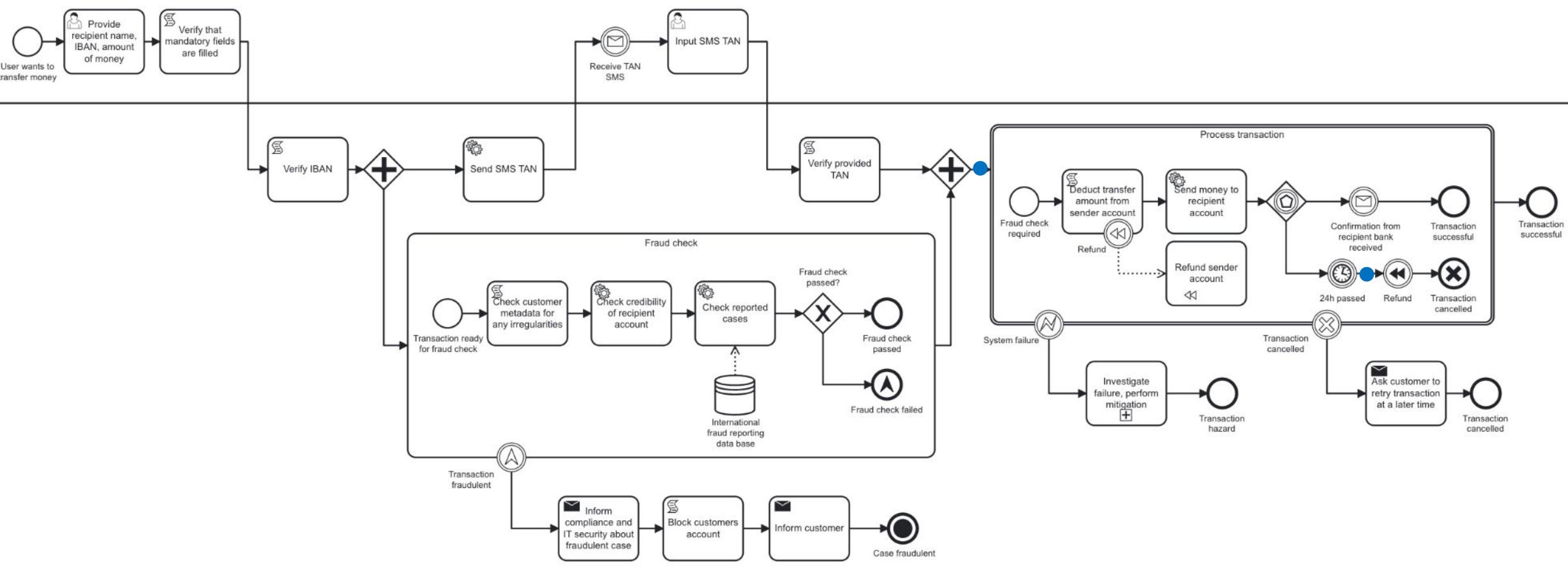


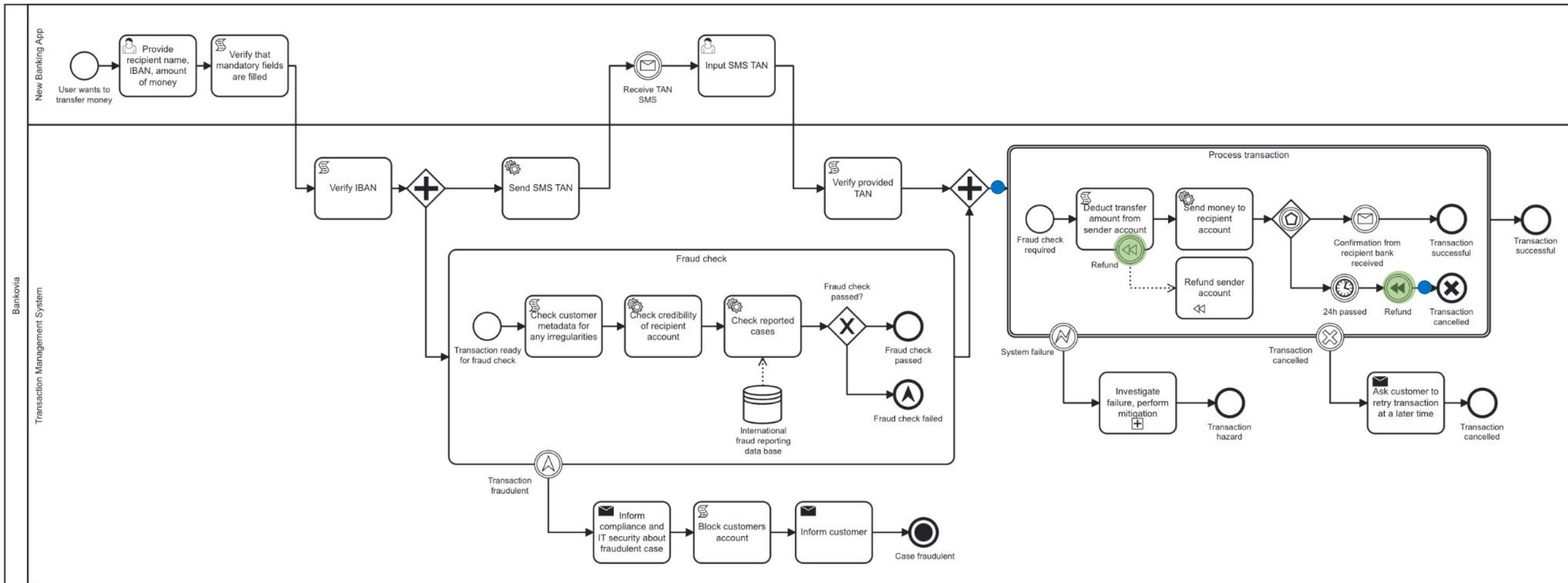


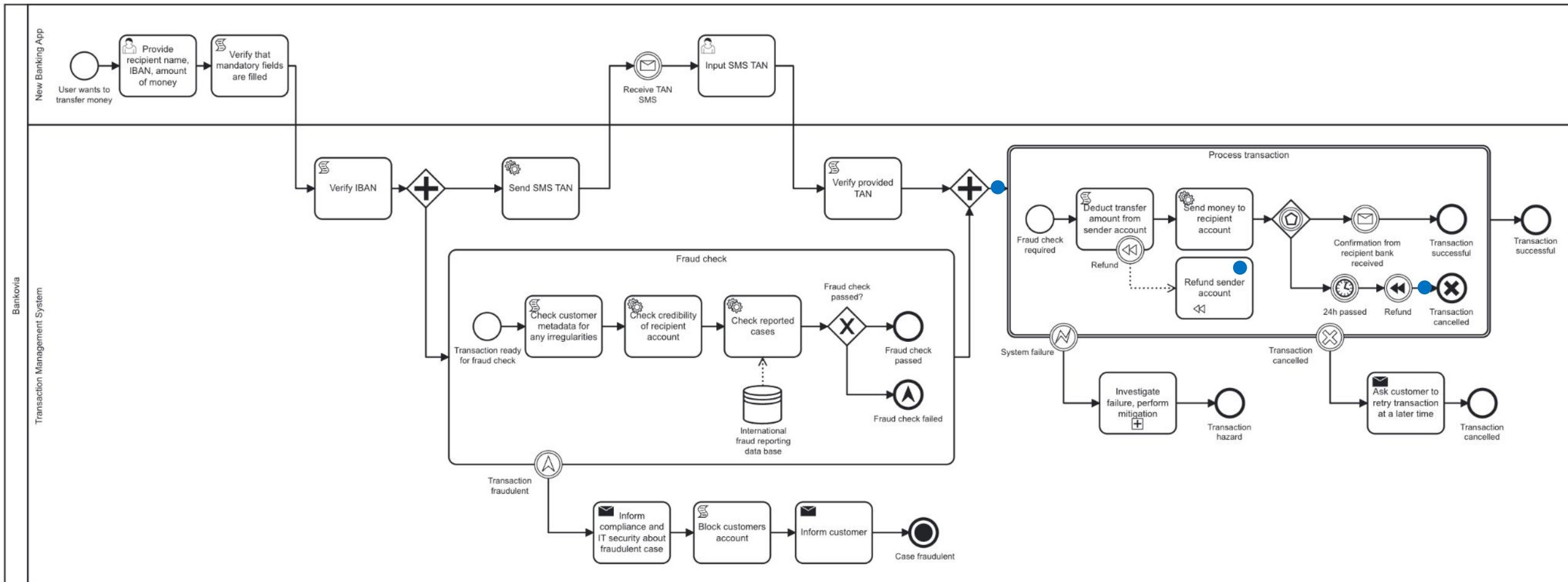
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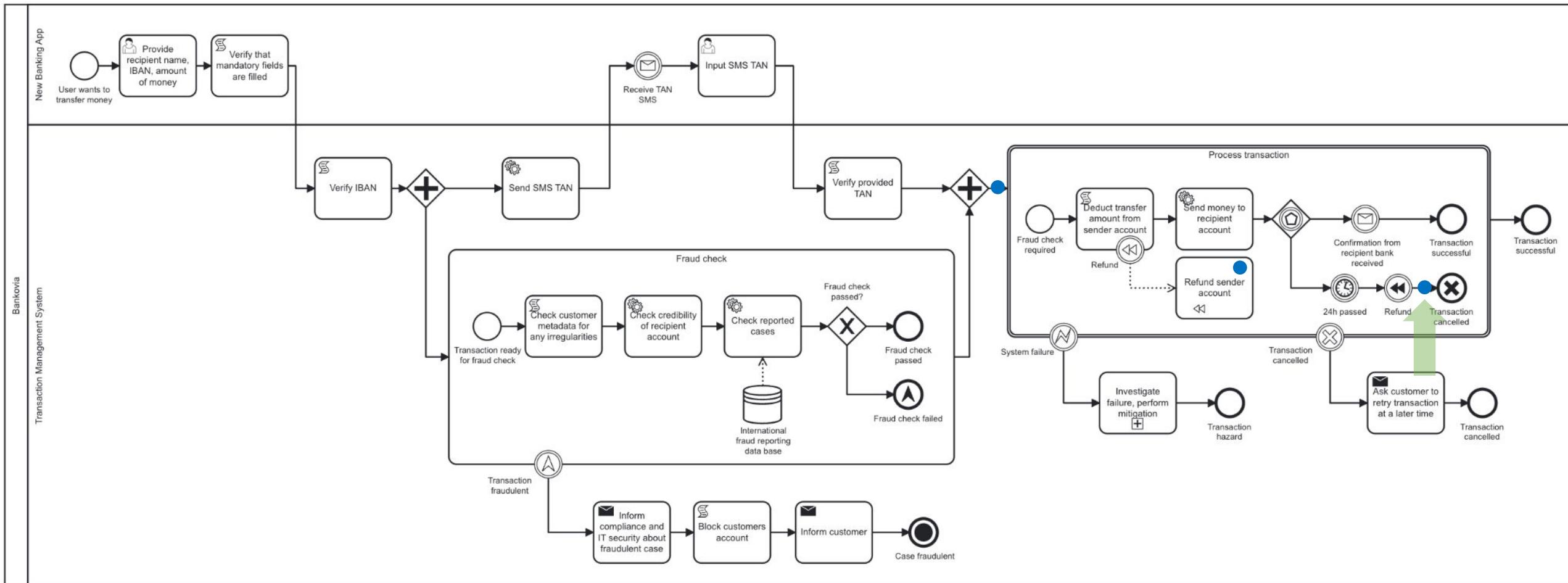


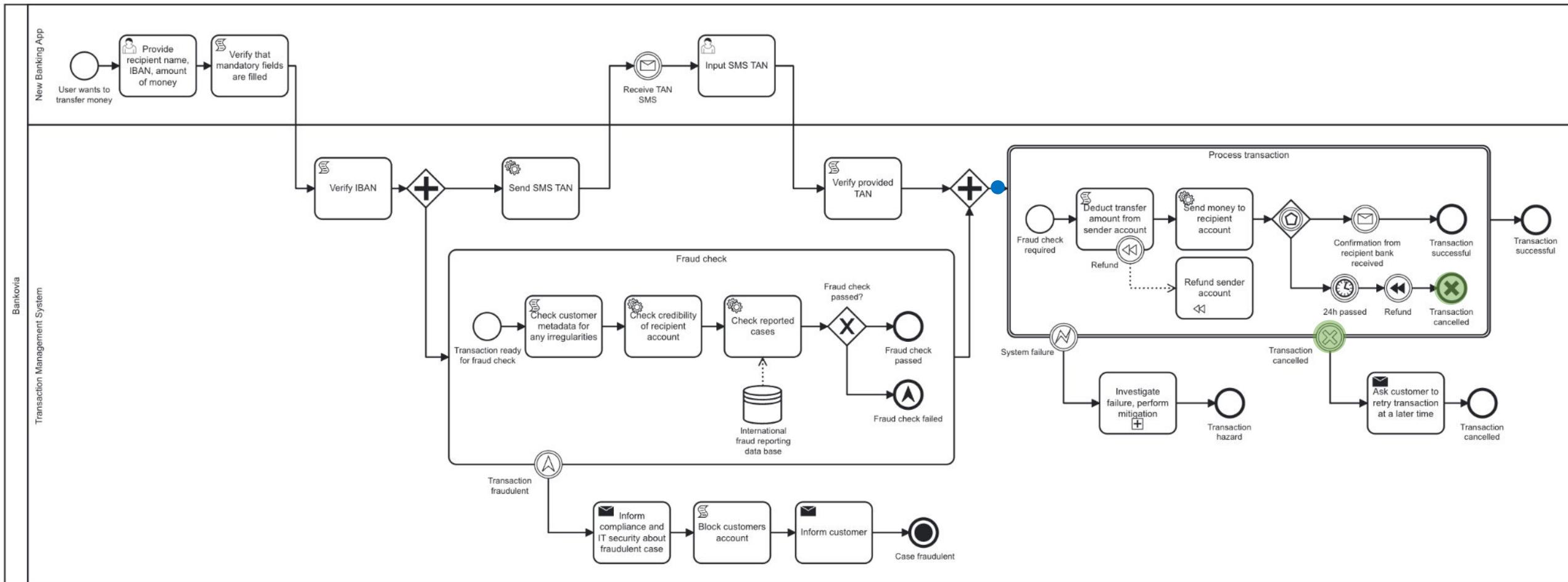


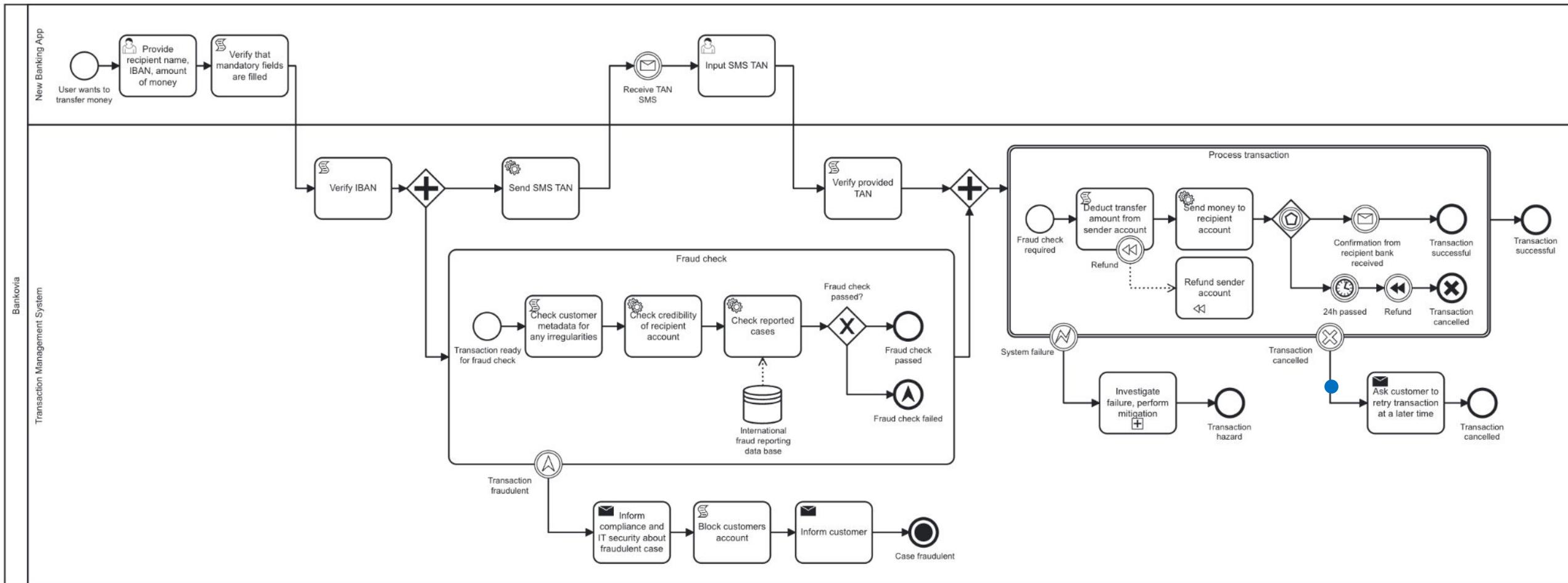


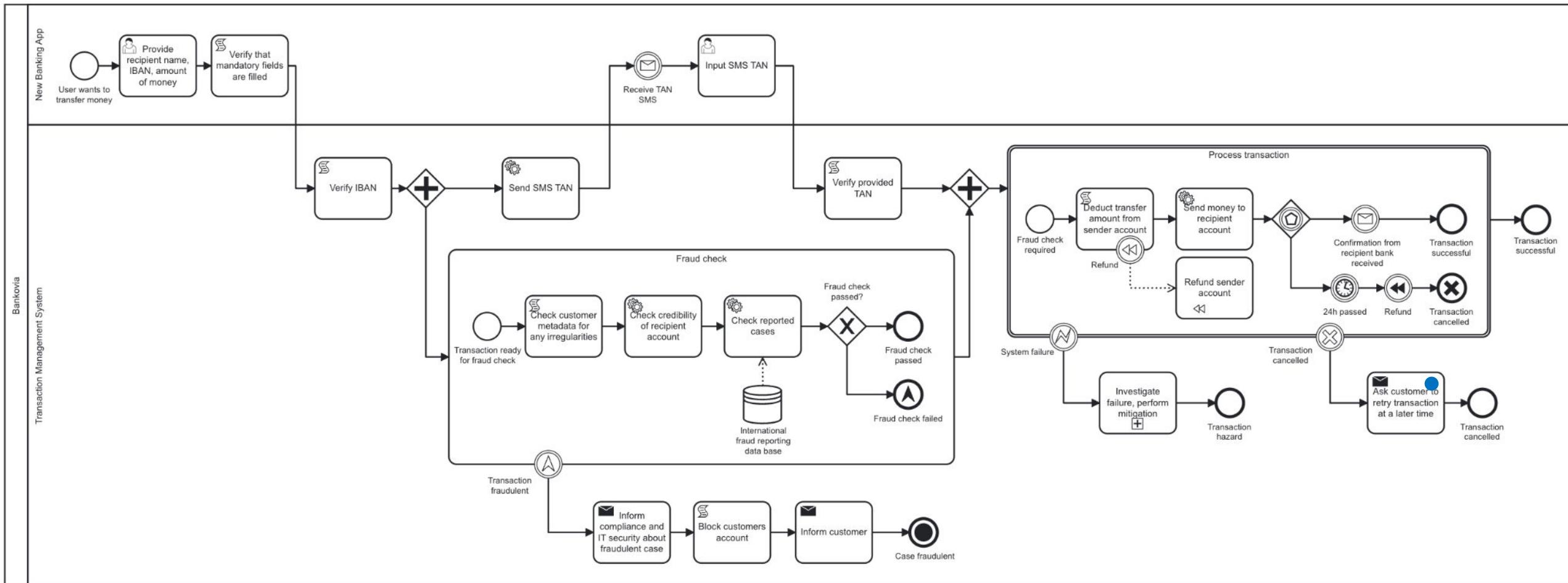


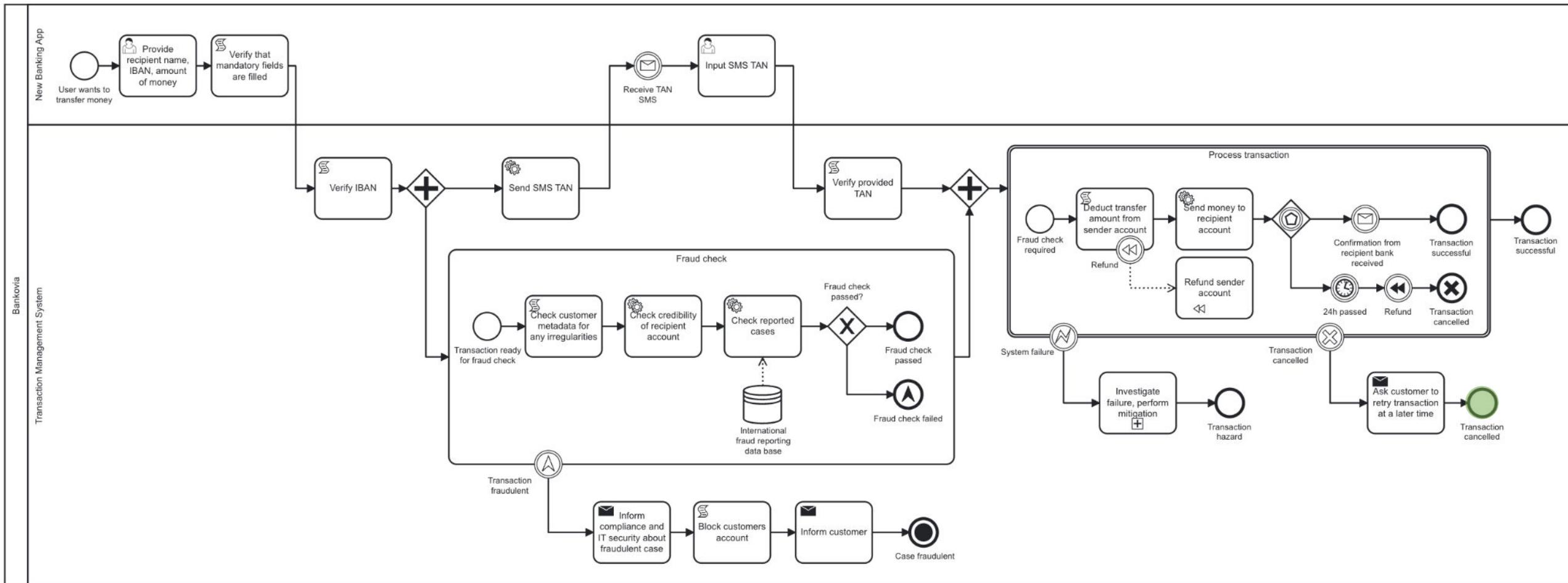


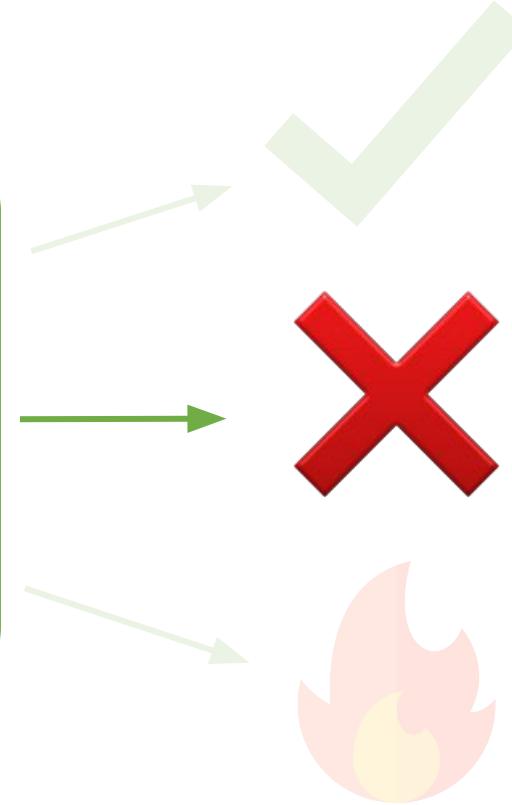
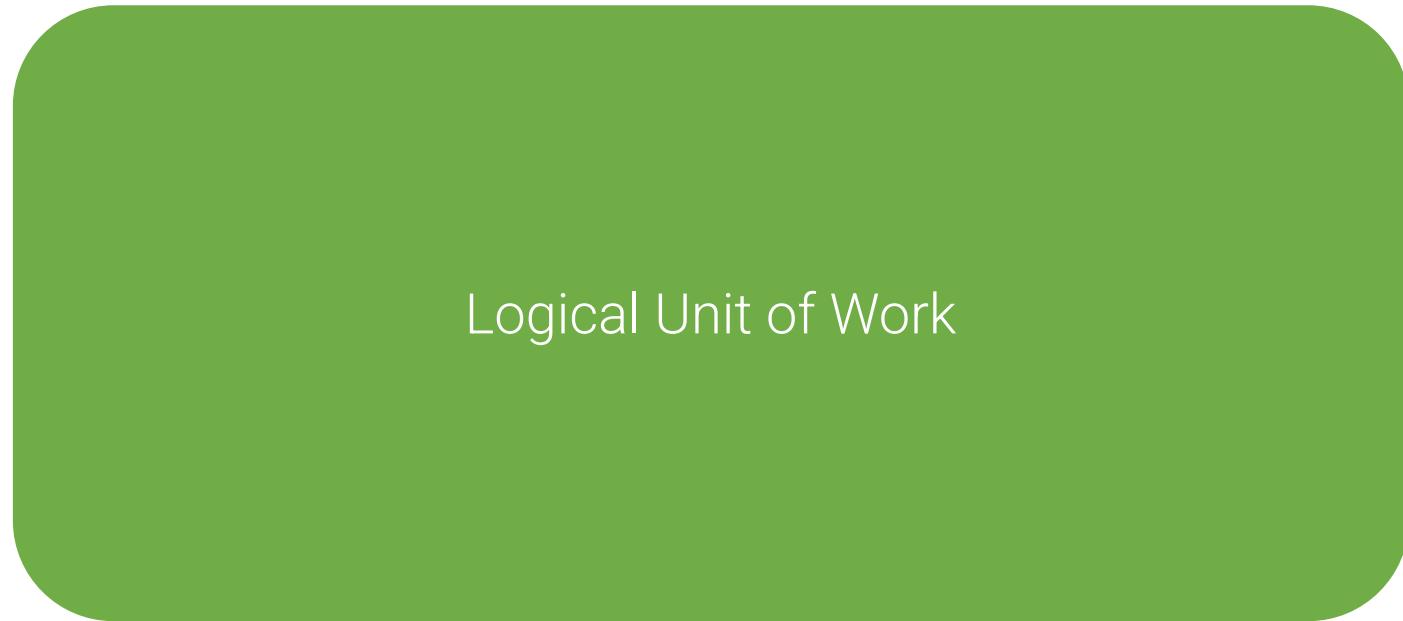










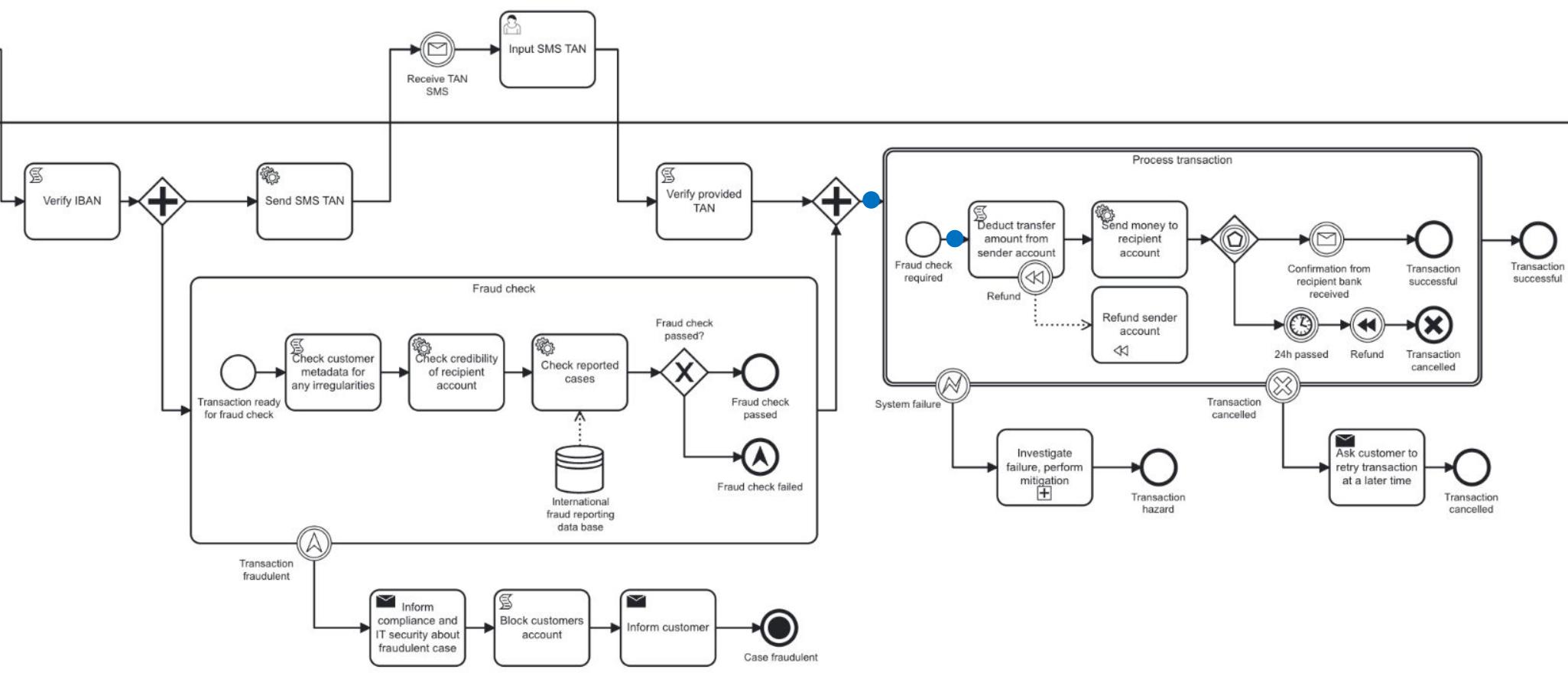
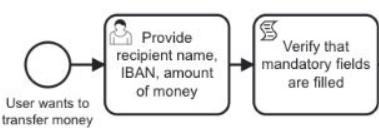


process cc

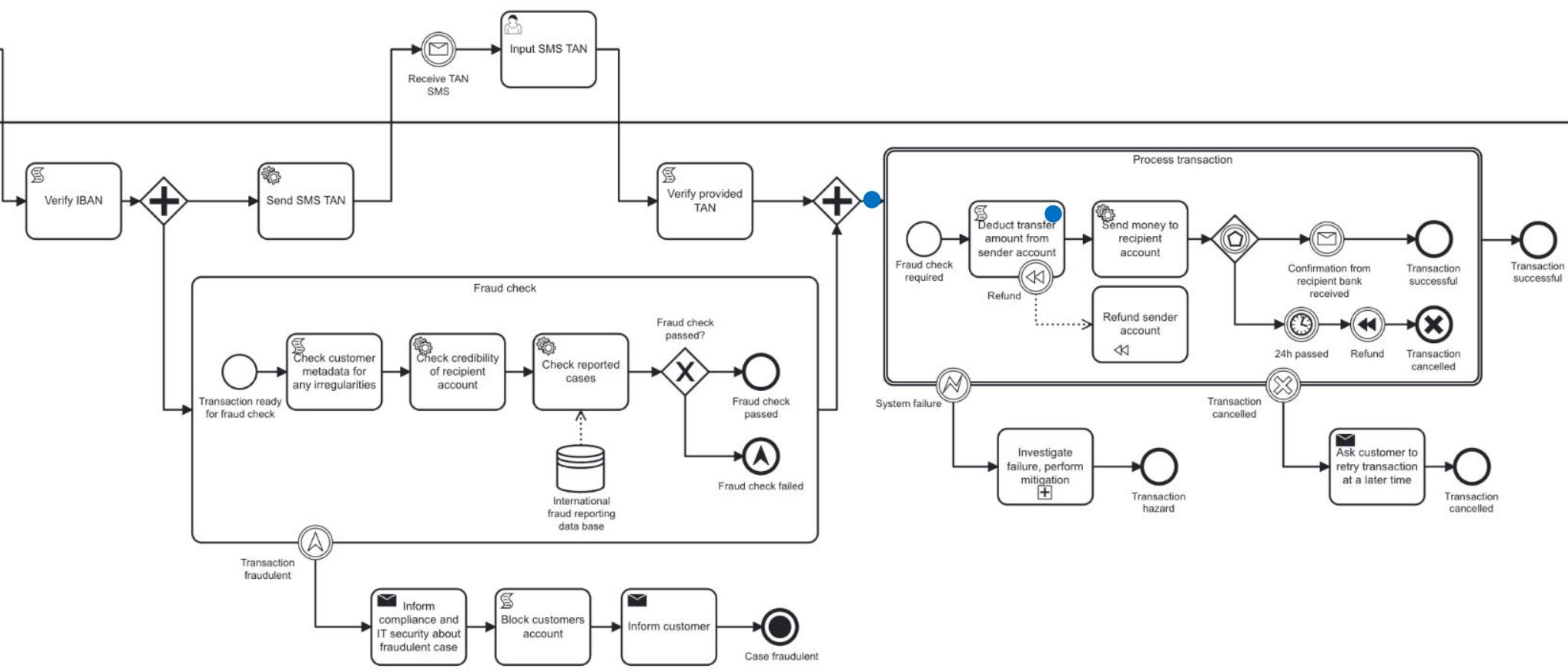
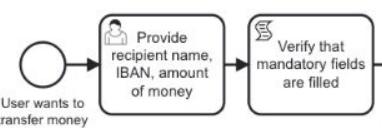


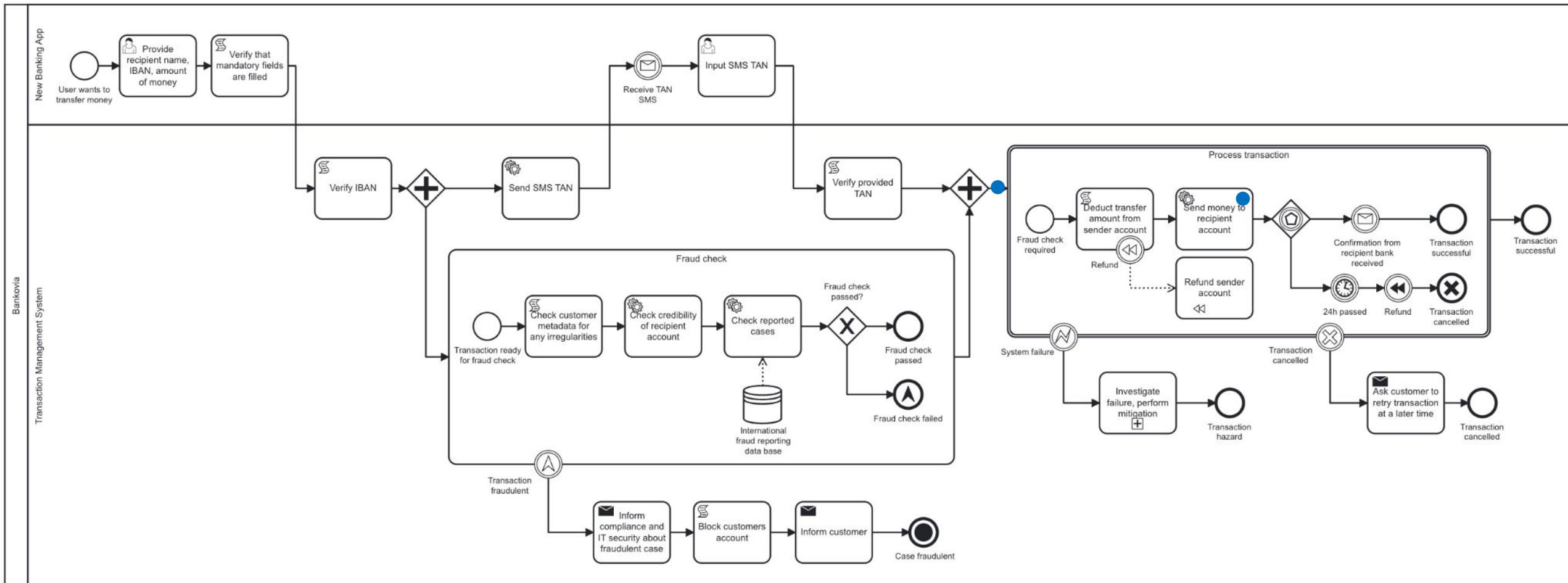
Let's see what happens if the transaction management systems fails

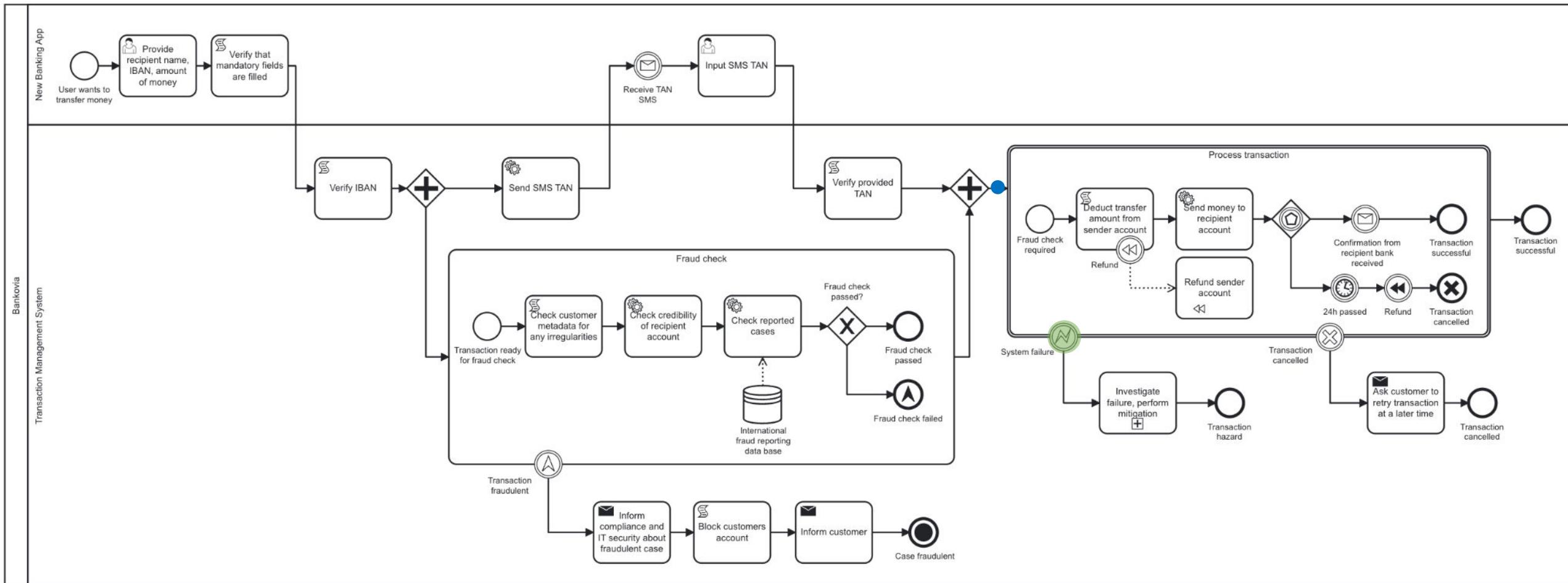
## New Banking App



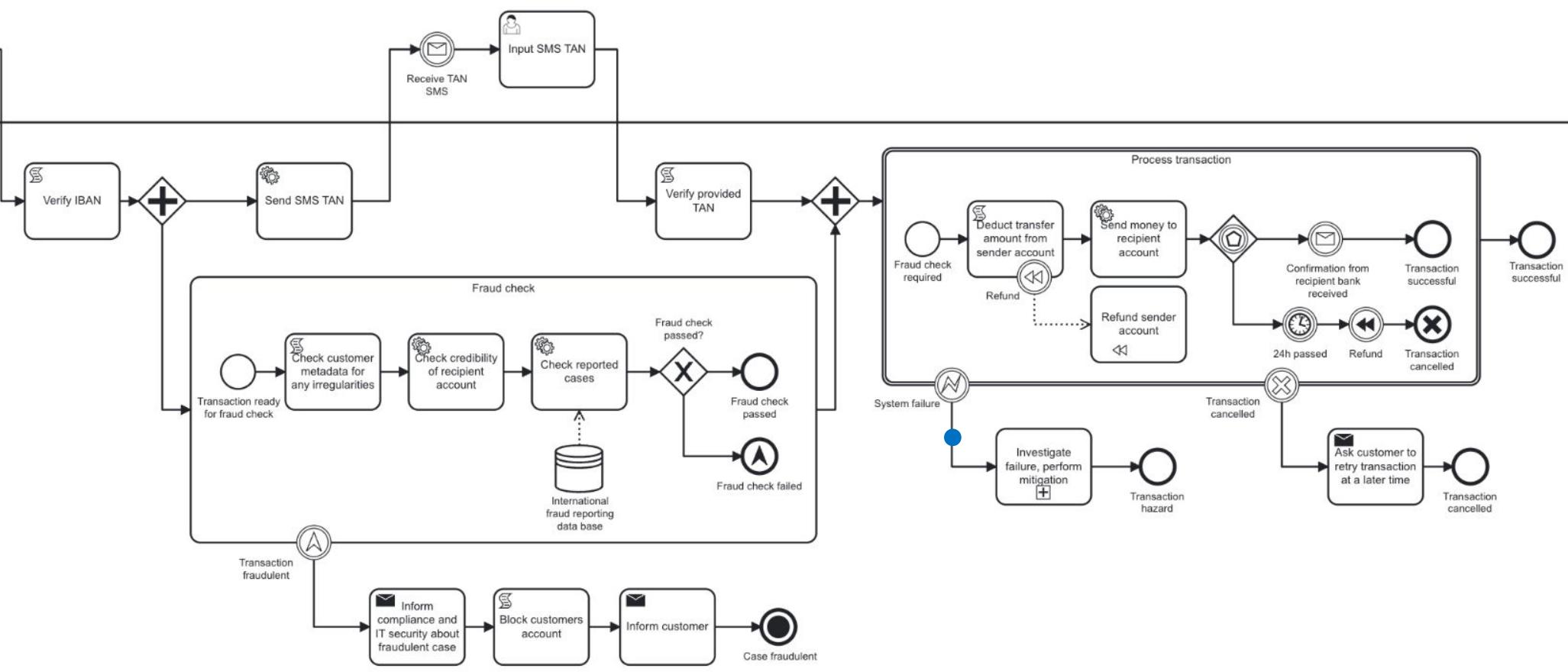
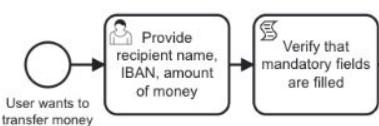
## New Banking App

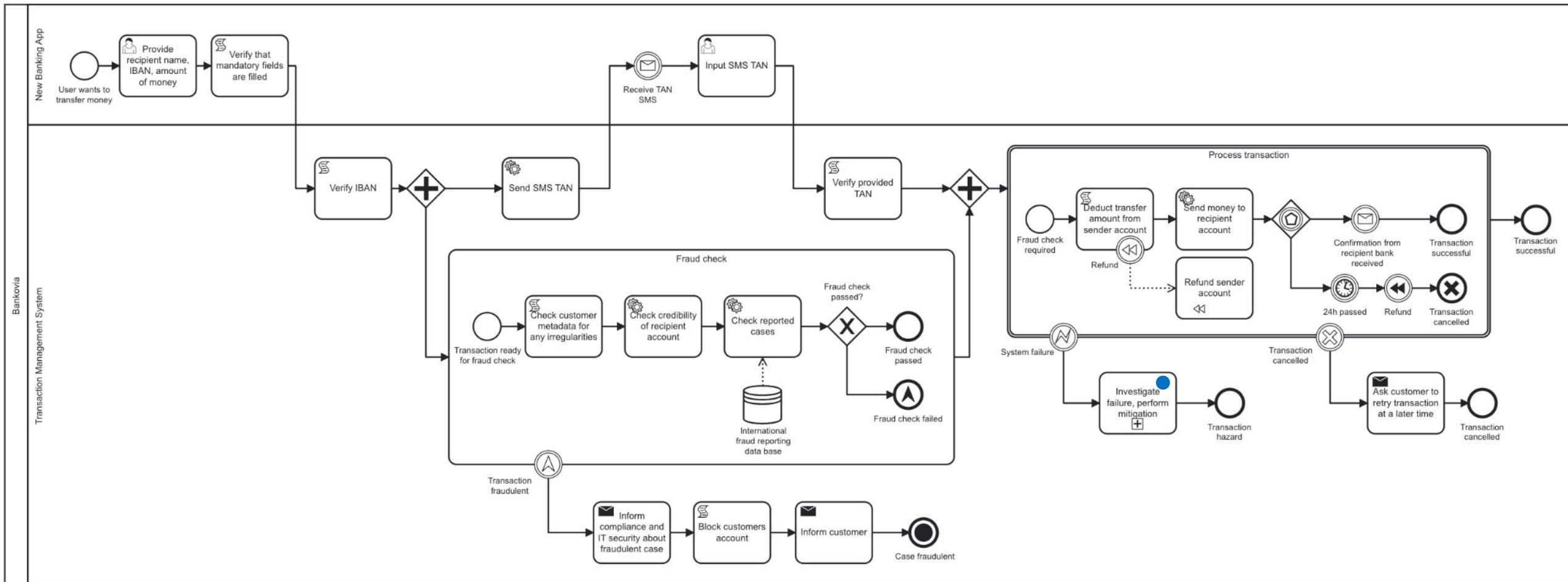


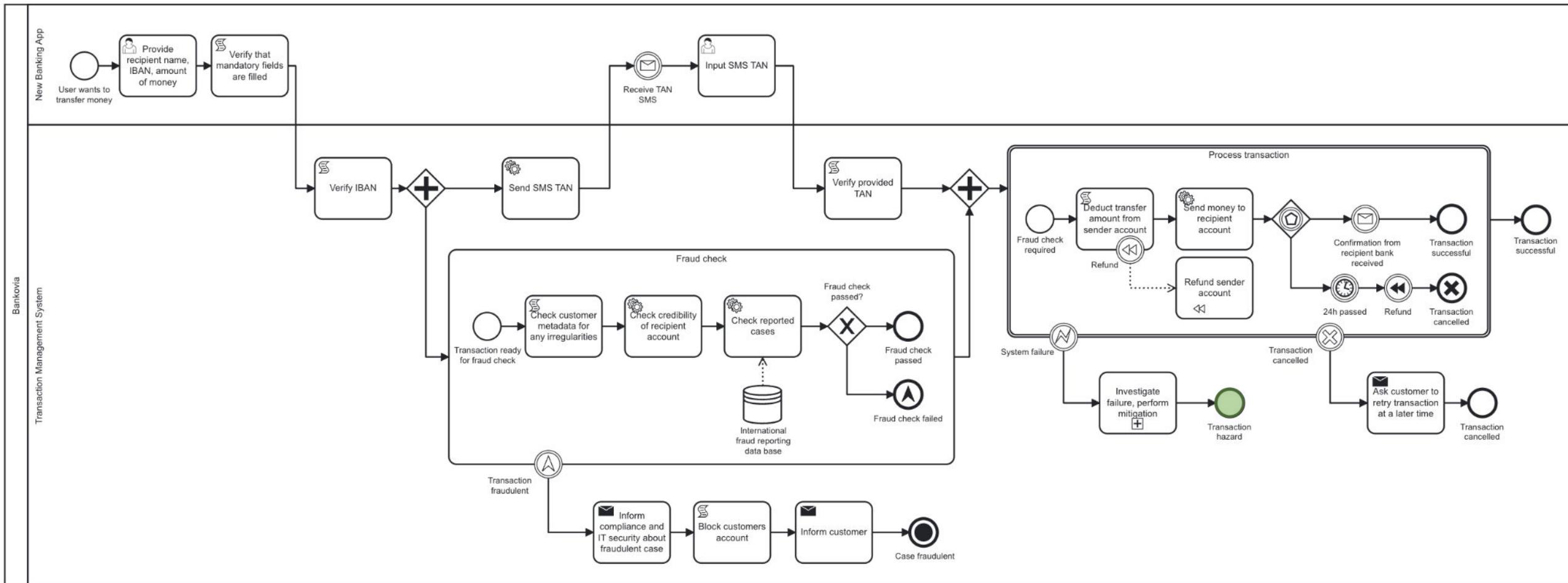


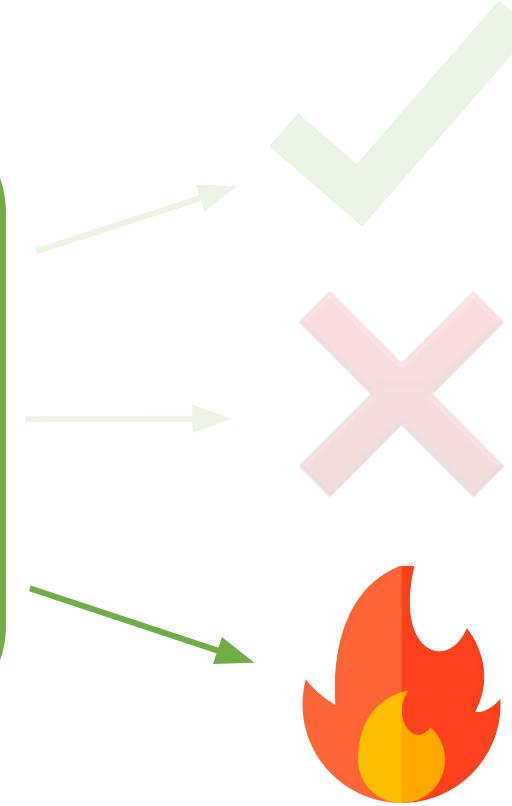
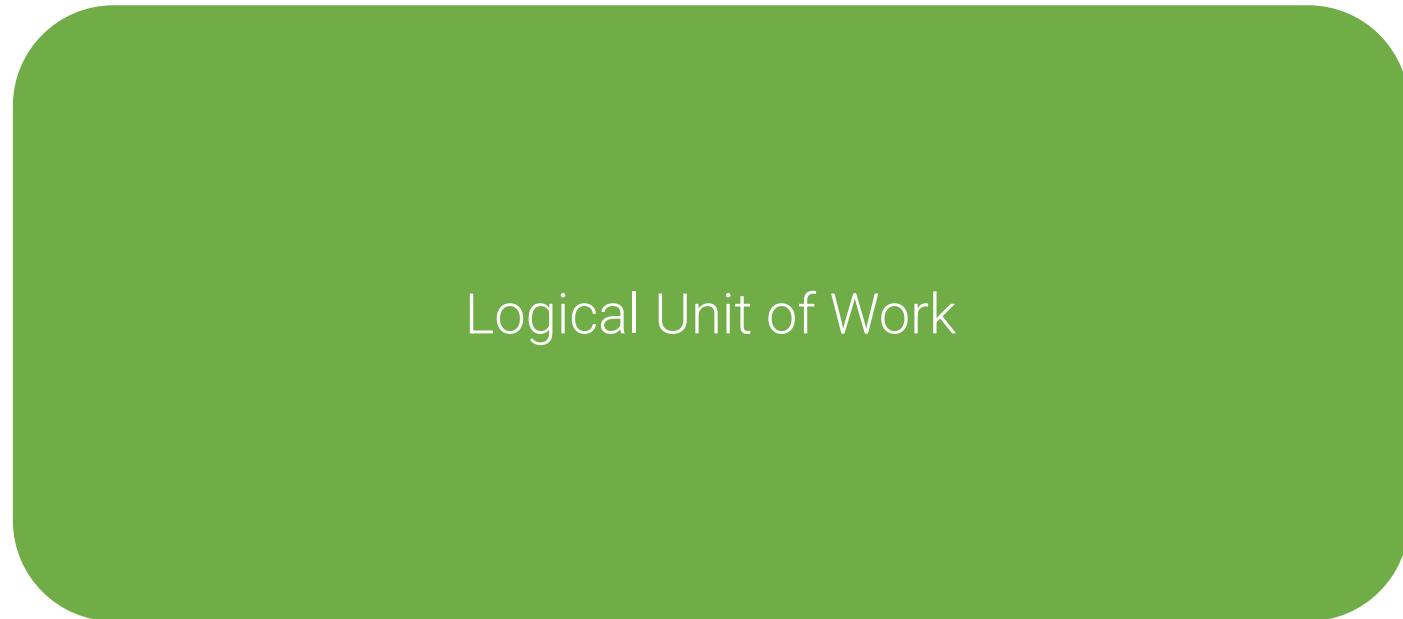


## New Banking App

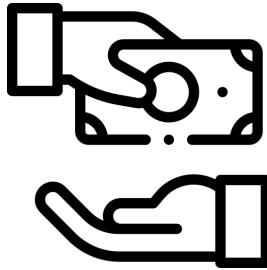






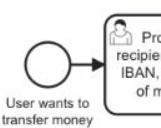


process cc



And now let's look at the case where all  
goes **smooth**

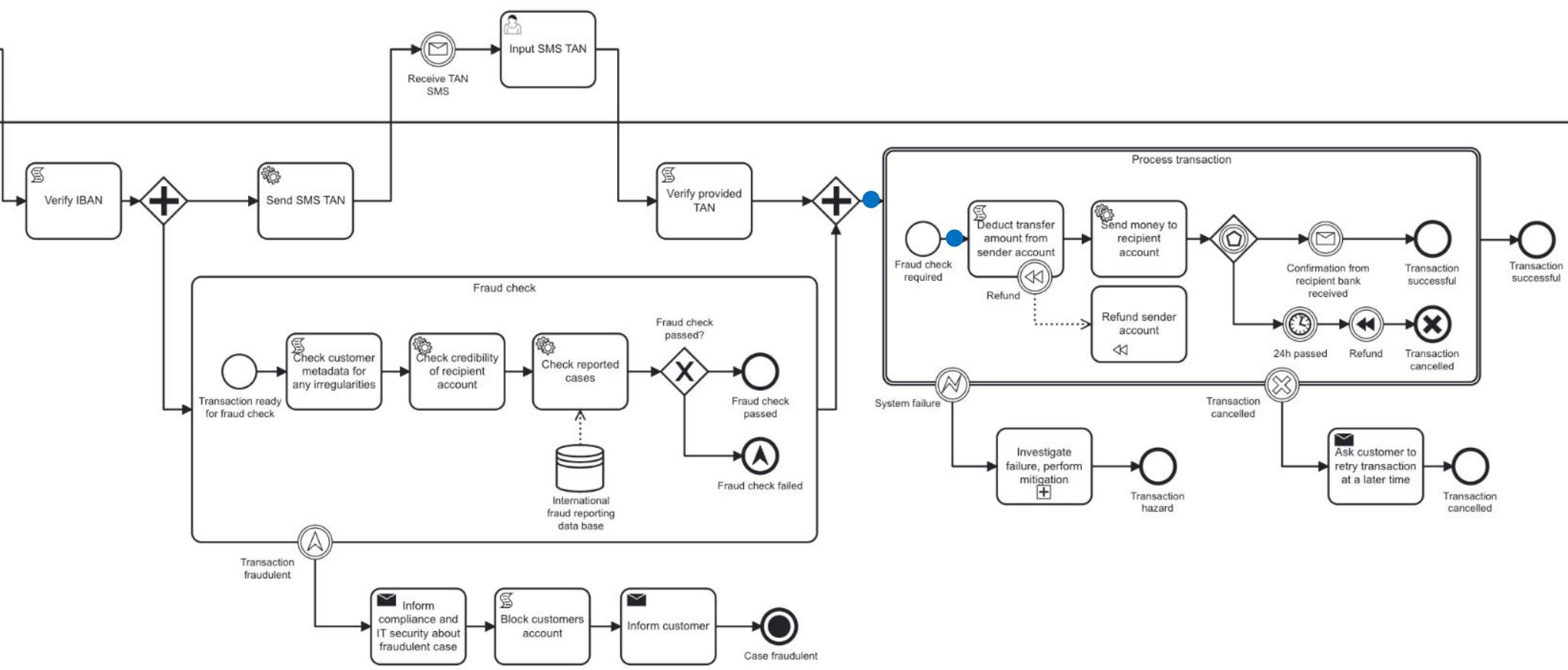
## New Banking App



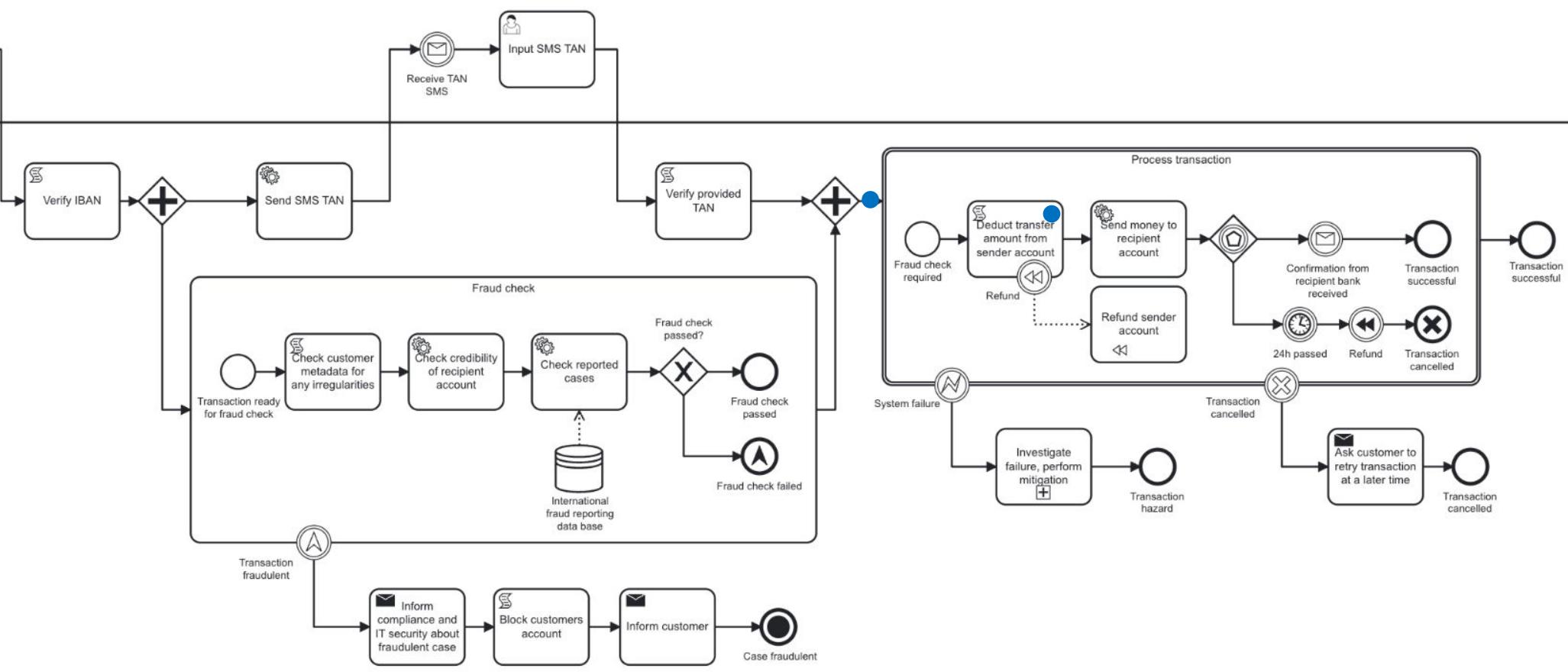
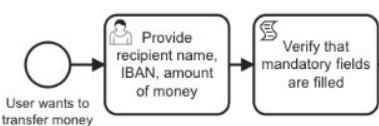
## Bankovia

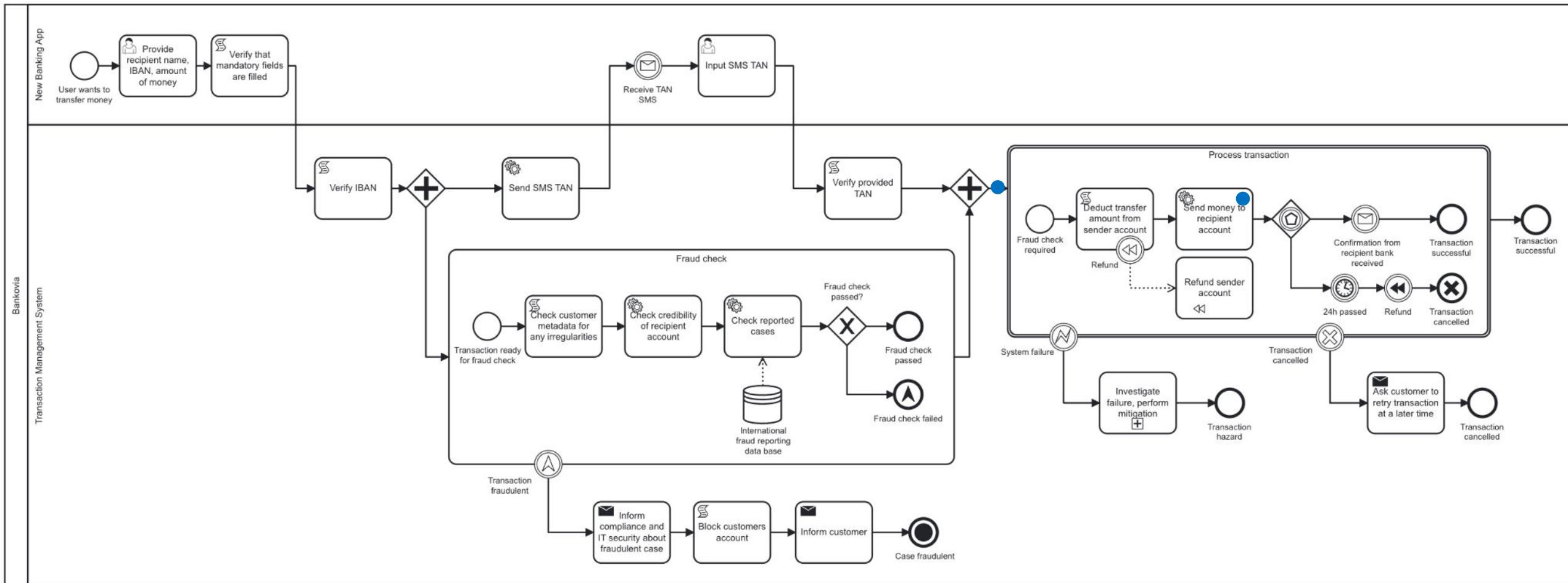


## Transaction Management System

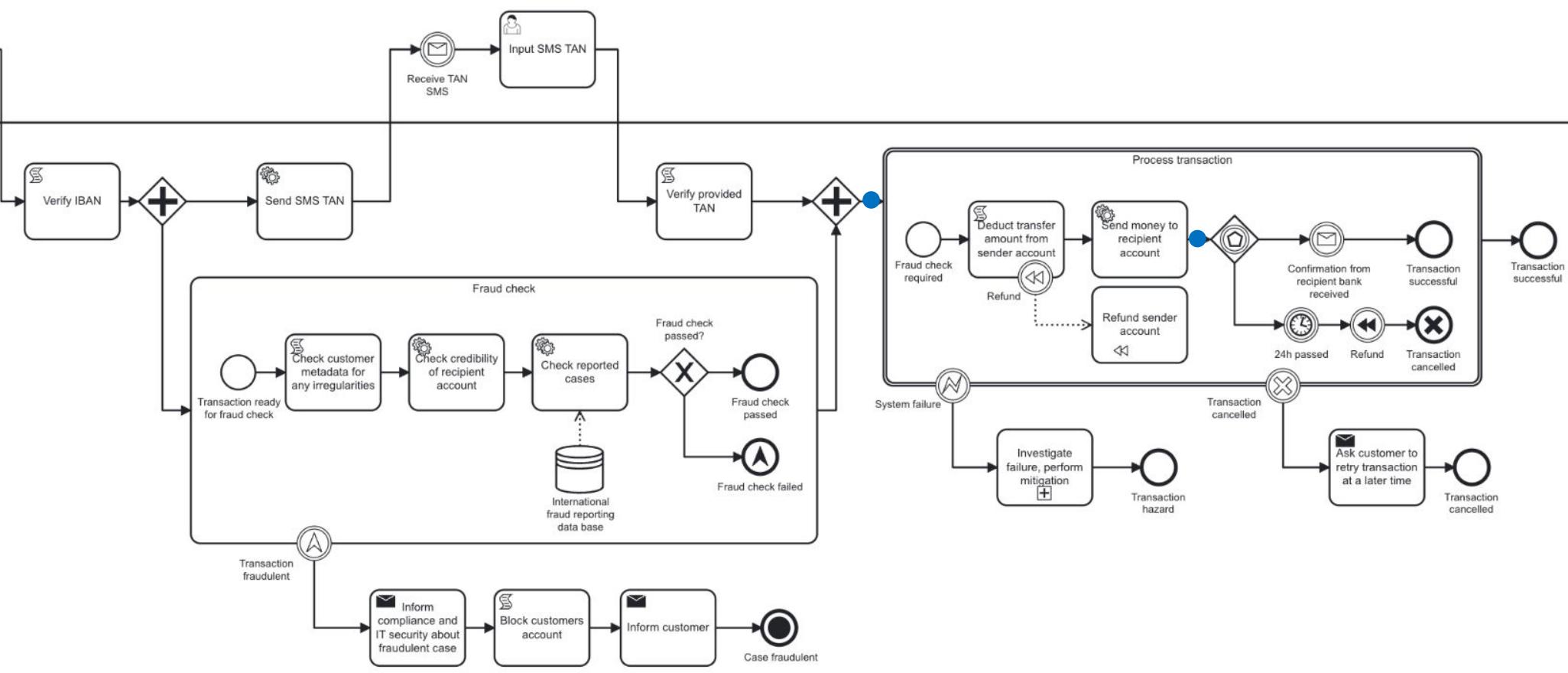
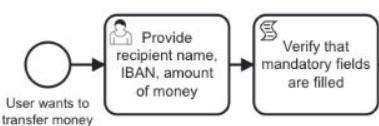


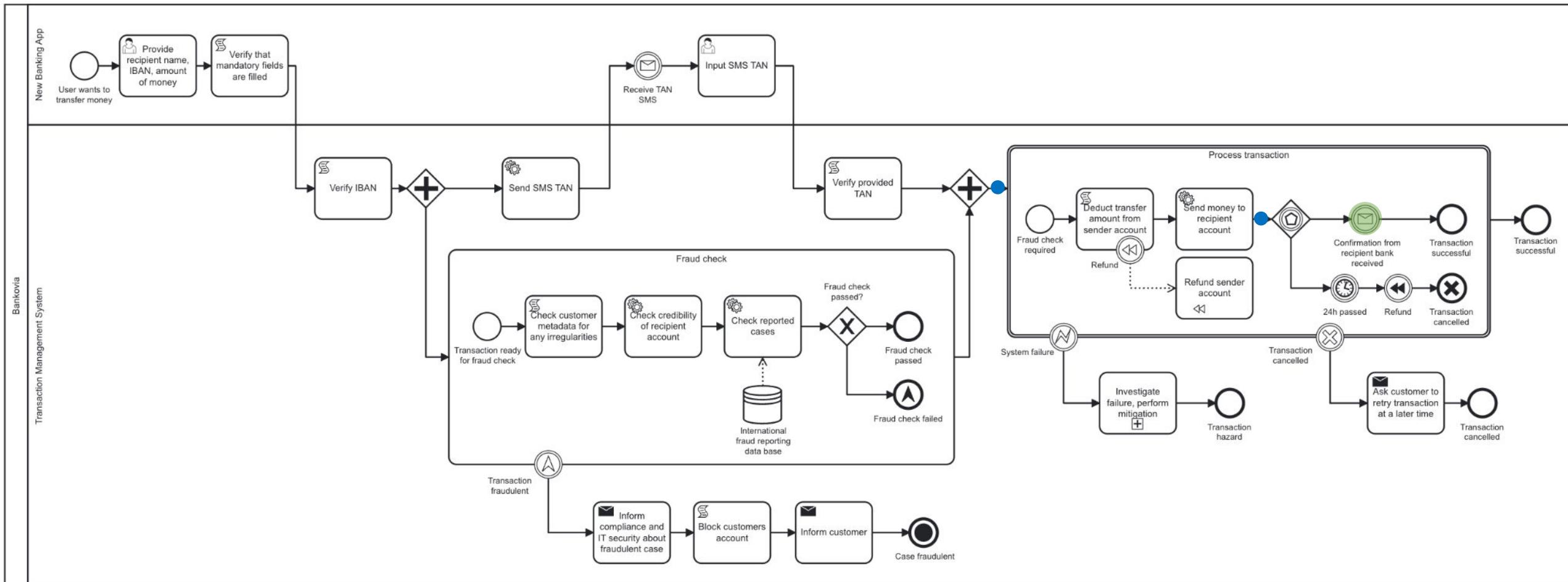
## New Banking App



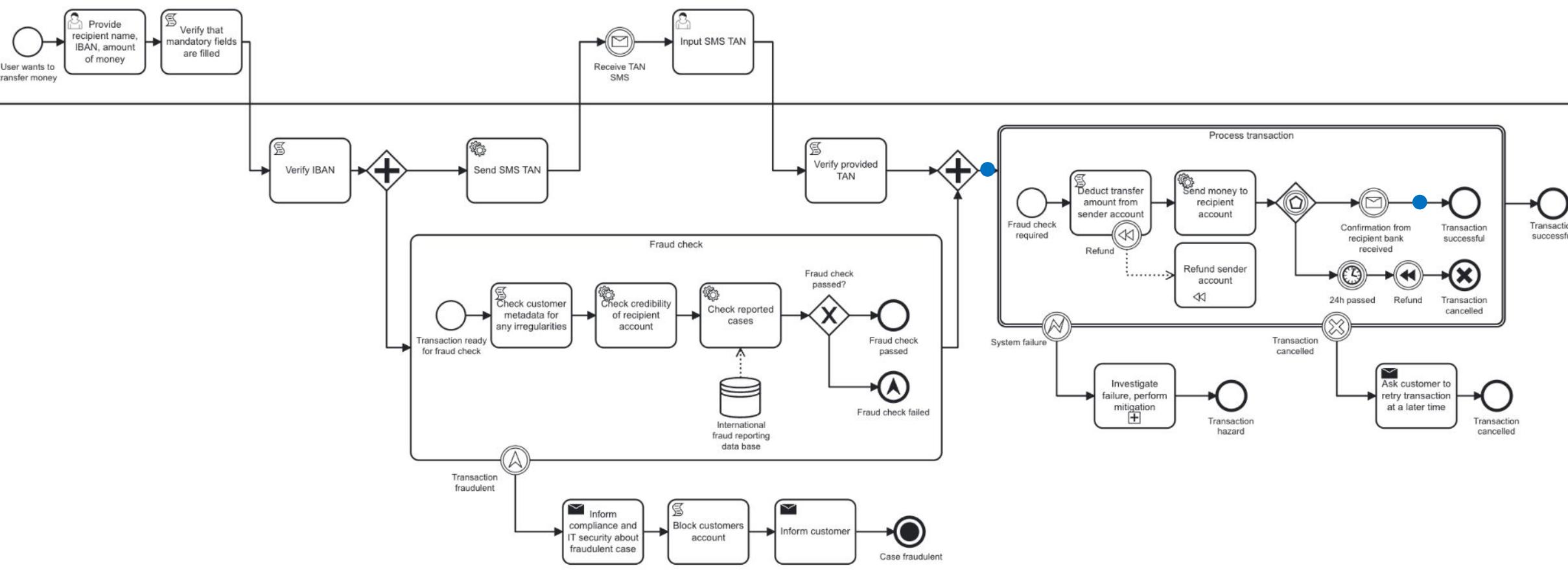


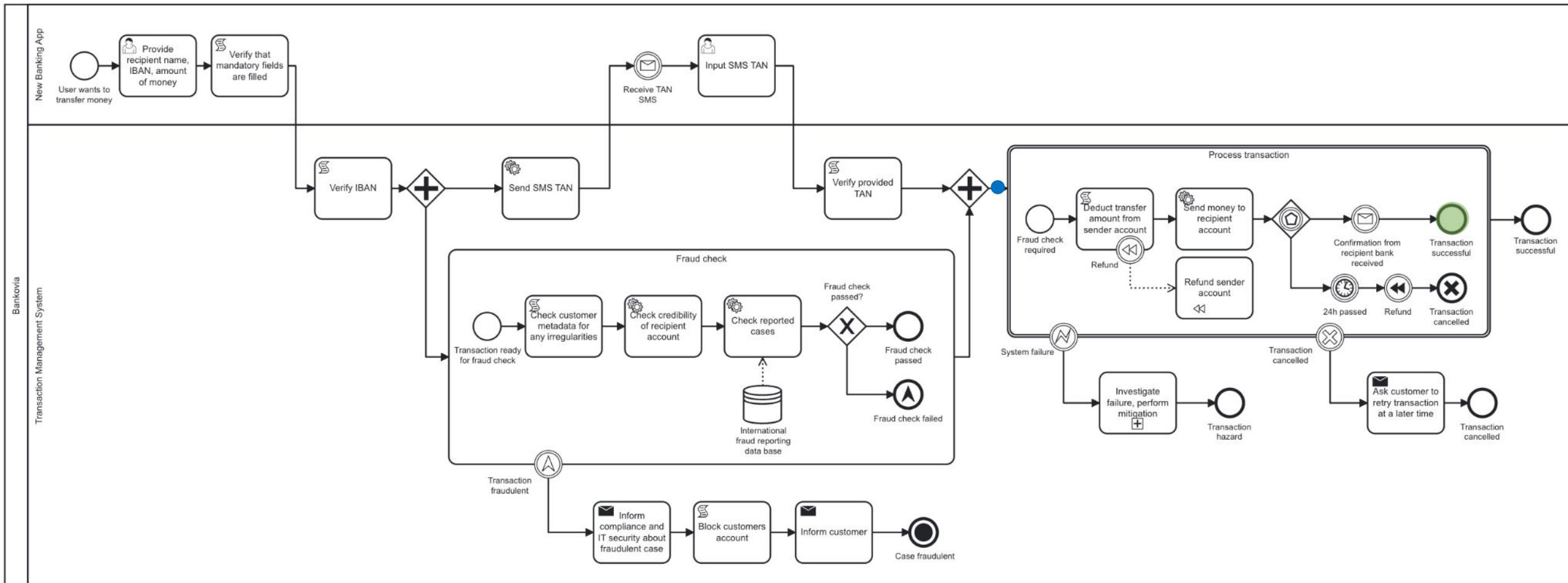
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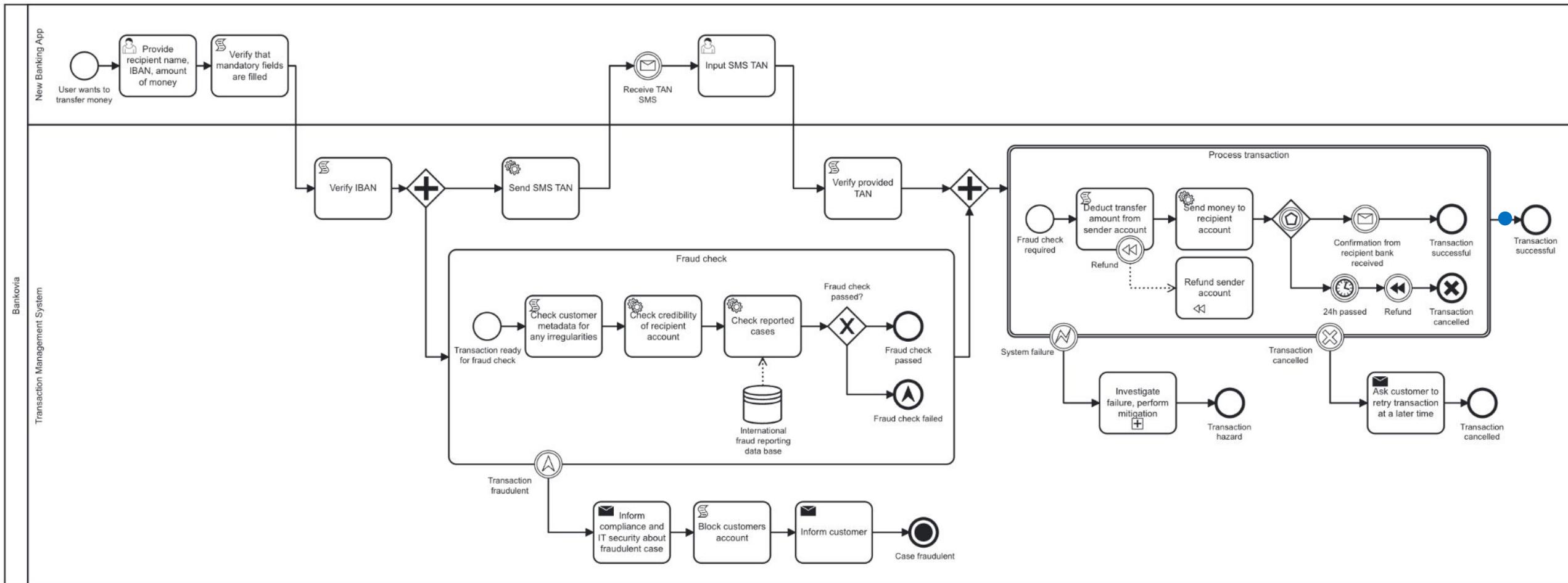


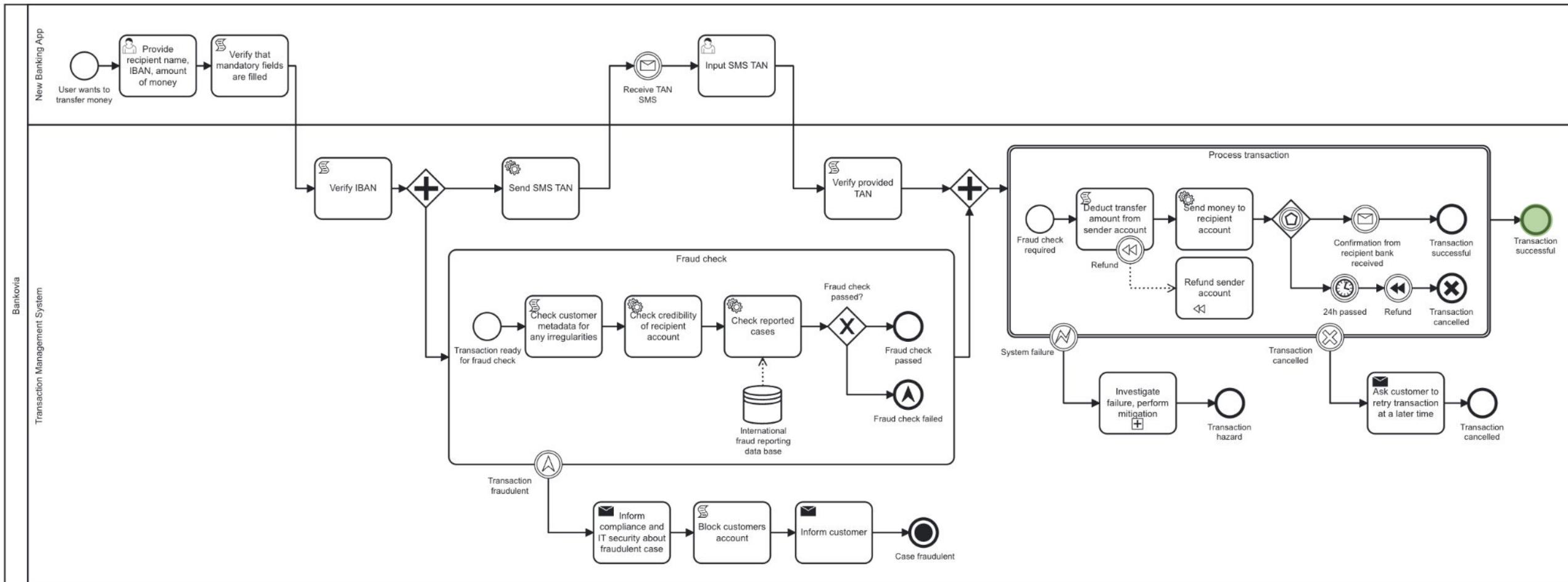


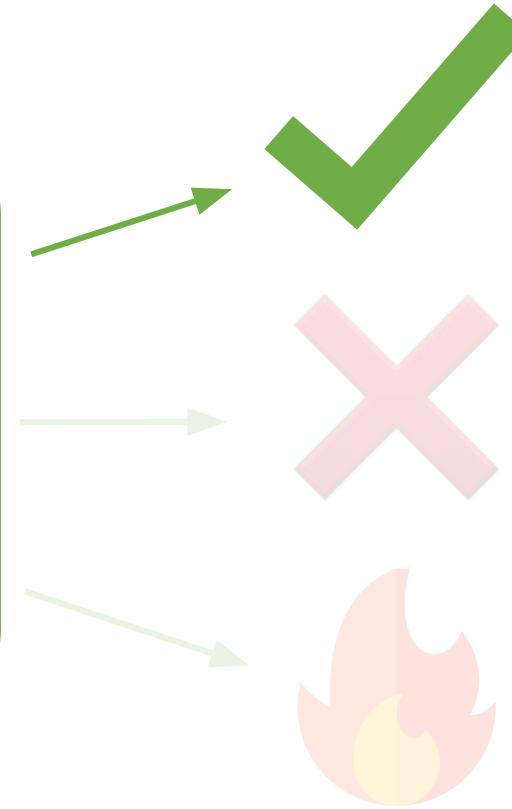
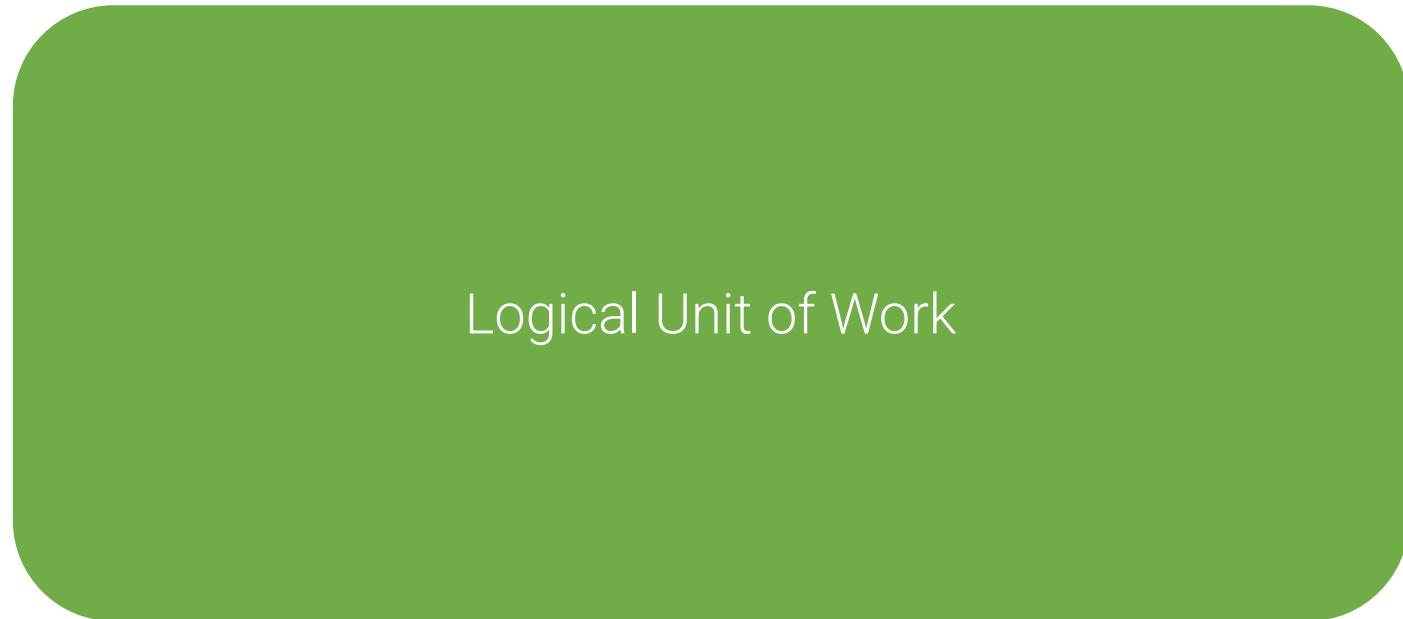
## New Banking App









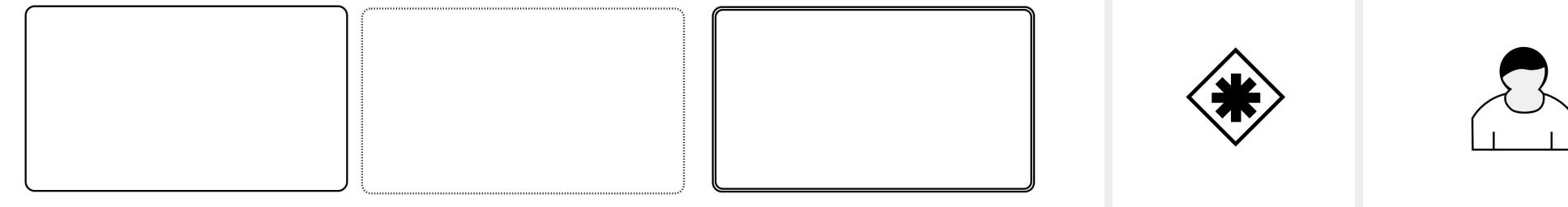
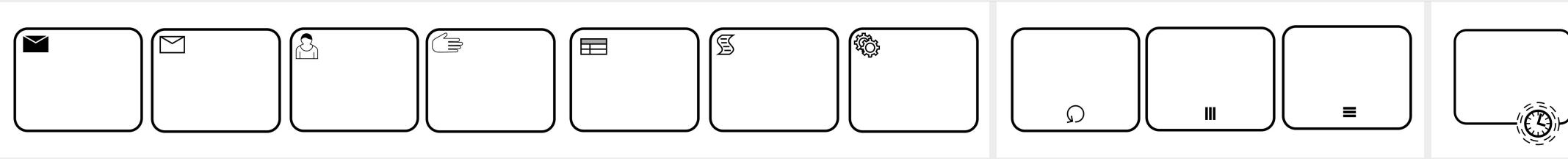
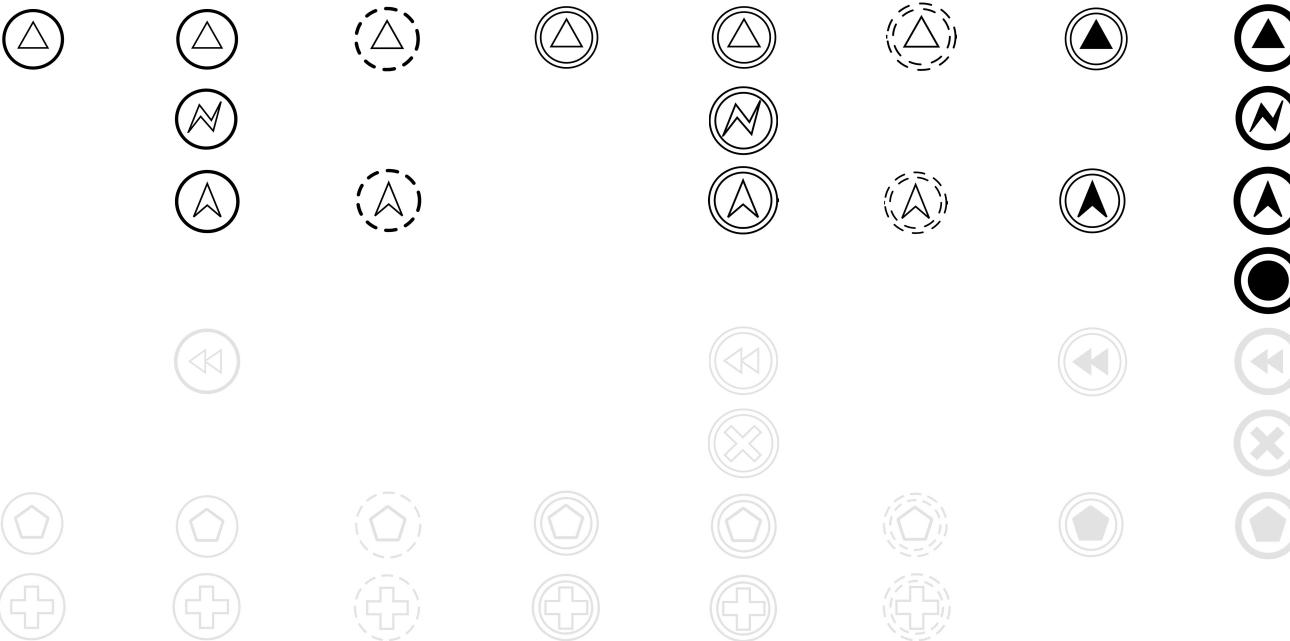


process cc



# Congratulations!

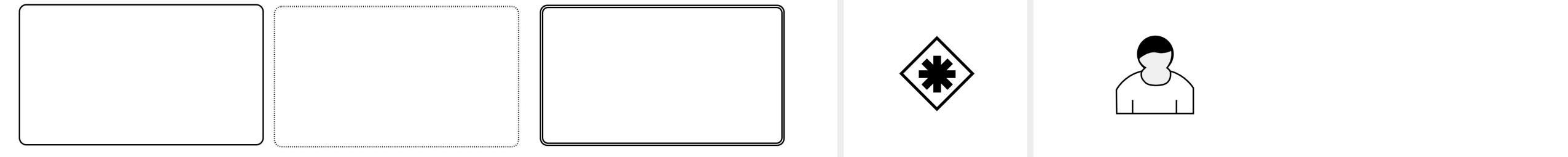
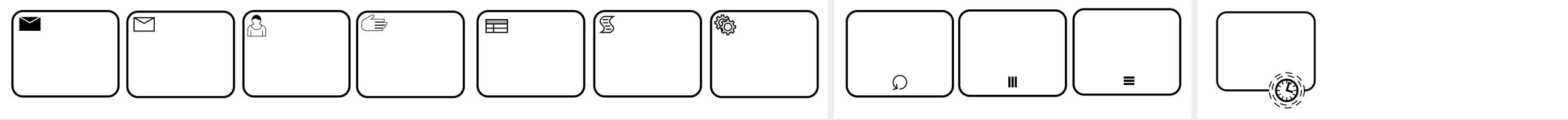
process camp

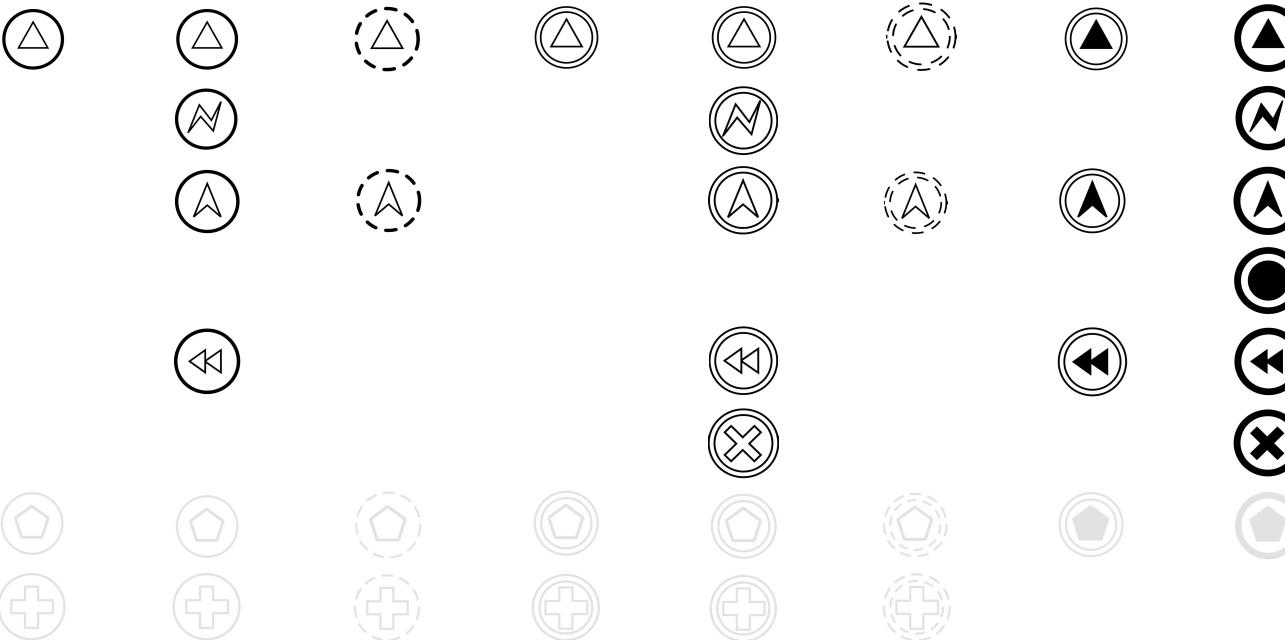


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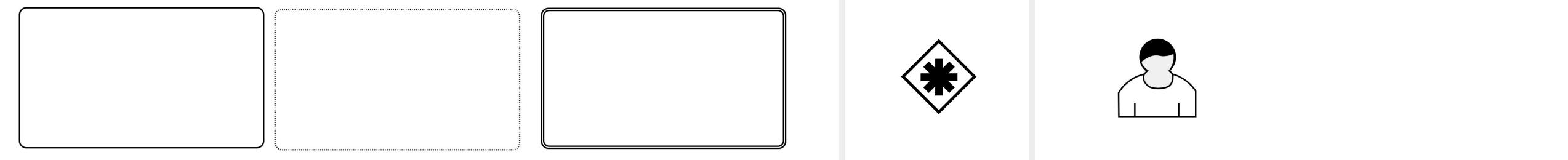
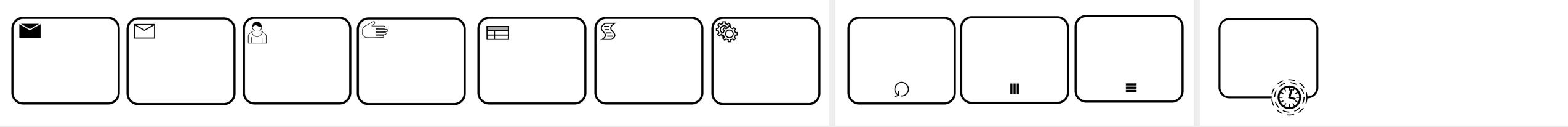


Compensation Event ✓





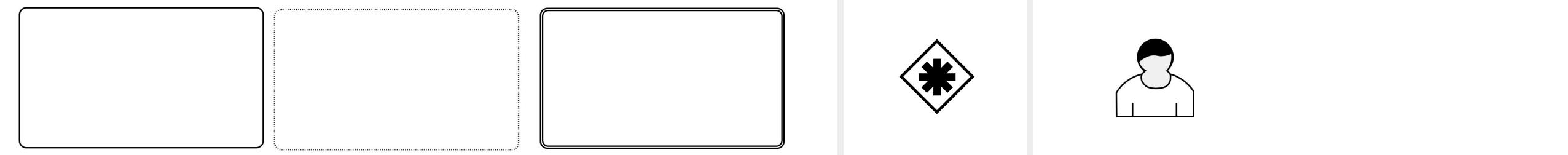
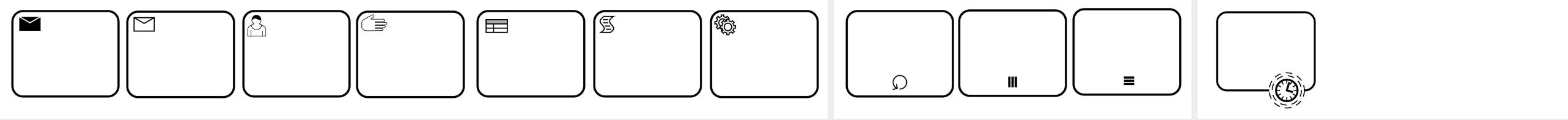
Cancel Event



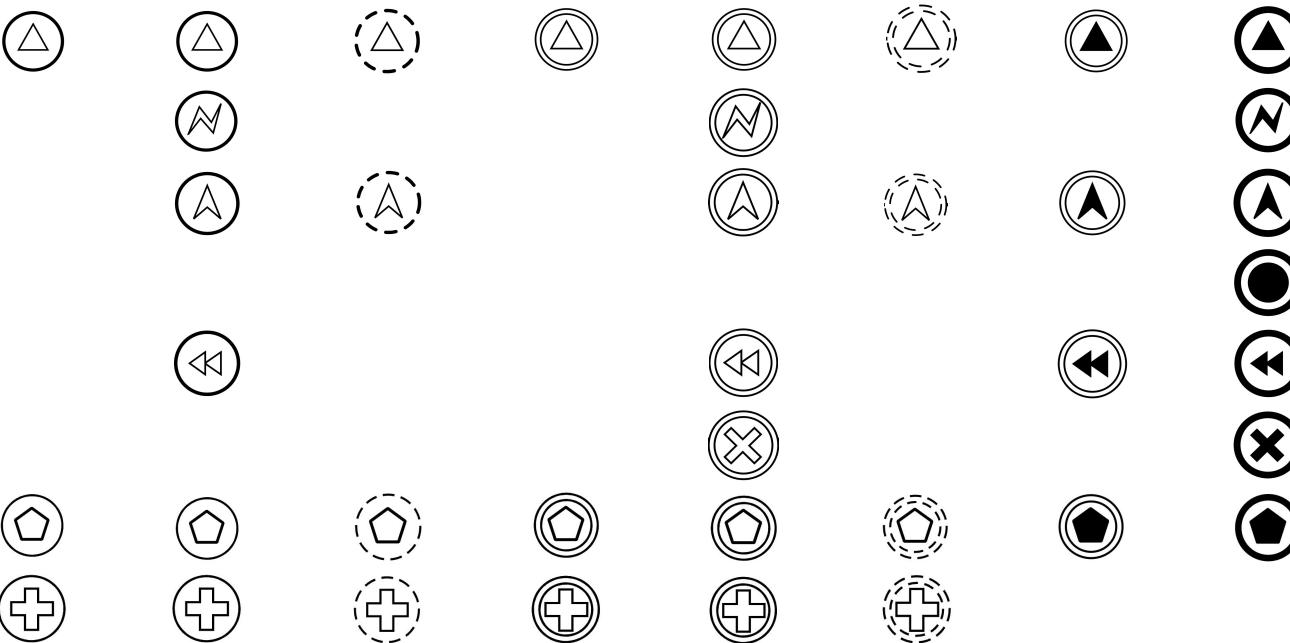
process camp



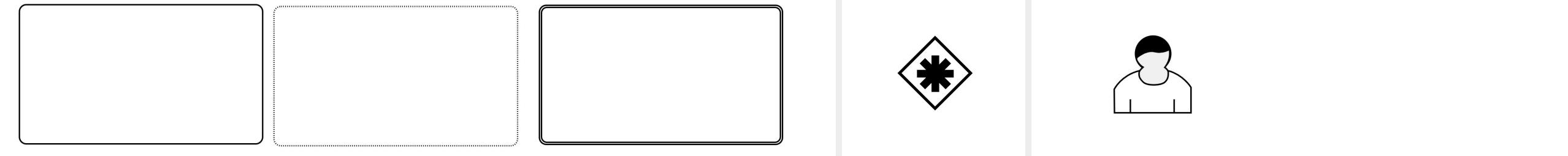
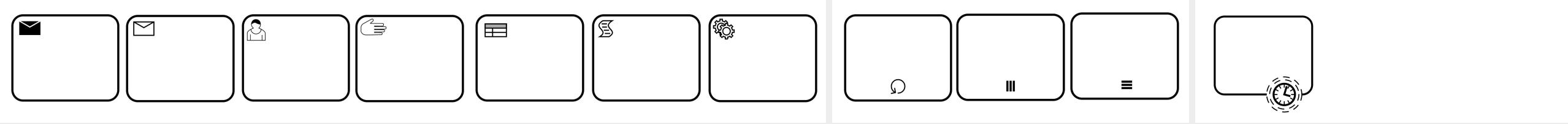
Multiple Event



process camp



Multiple Parallel Event ✓



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