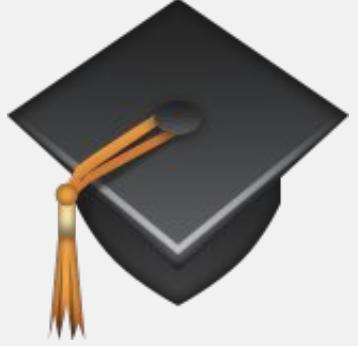


# Theory

01 | Timer Event





# Theory

01 | Timer Event

02 | Conditional Event



# Theory

01 | Timer Event

02 | Conditional Event

03 | Event Based Gateway



# Theory

01 | Timer Event

02 | Conditional Event

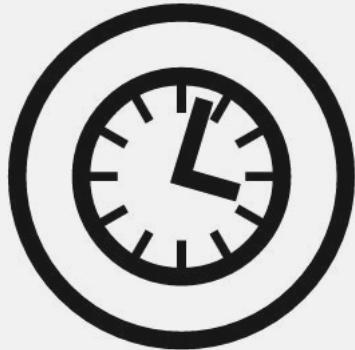
03 | Event Based Gateway

04 | Attached Events

# BPMN Theory

process camp

# The Timer Event



The Timer  
Event

- Represents a date or a period of time

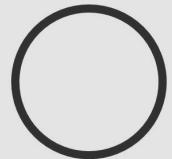
Start

Intermediate

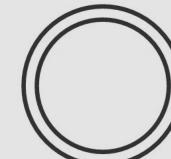
End

Catching

Throwing



Plain Start Event



Plain Intermediate Event



Plain End Event



Start Message Event



Catching Intermediate  
Message Event



Throwing Intermediate  
Message Event



End Message Event



Start Timer Event



Intermediate Timer Event

# BPMN Theory

process camp

# The Conditional Event



The Conditional Event

- Defines an event which is triggered if a given condition is evaluated to true

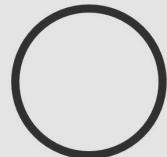
Start

Intermediate

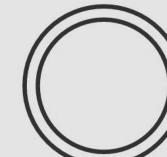
End

Catching

Throwing



Plain Start Event



Plain Intermediate Event



Plain End Event



Start Message Event



Catching Intermediate  
Message Event



Throwing Intermediate  
Message Event



End Message Event



Start Timer Event



Intermediate Timer Event

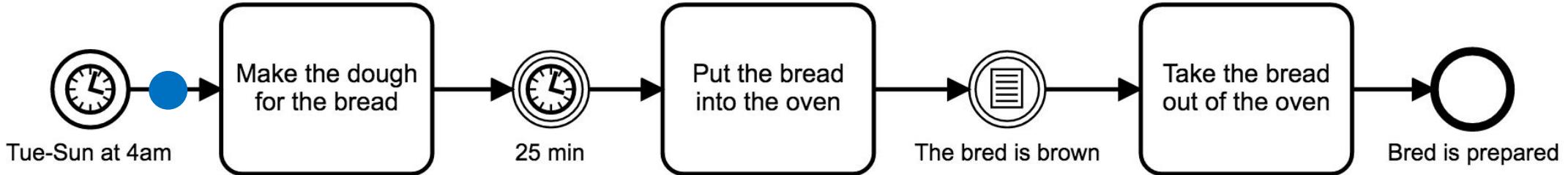


Conditional Start Event

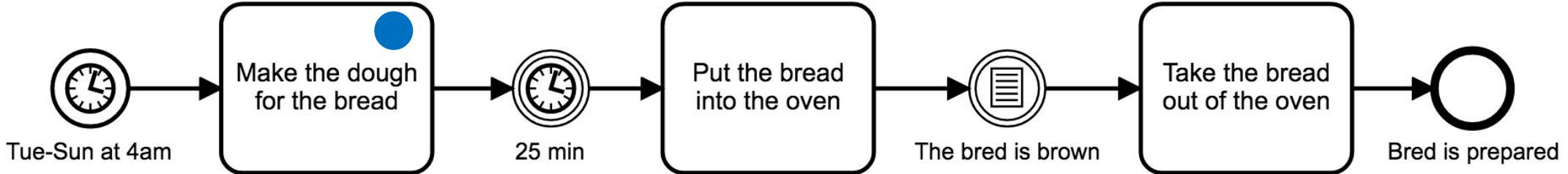


Conditional Intermediate  
Event

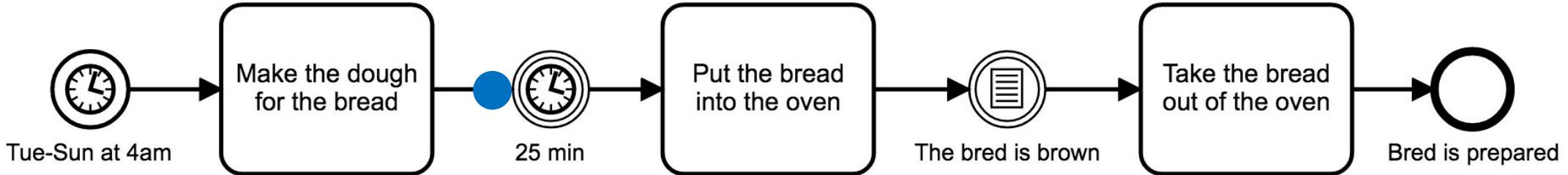
Cinnamon & Flour Bakery



Cinnamon & Flour Bakery



Cinnamon & Flour Bakery



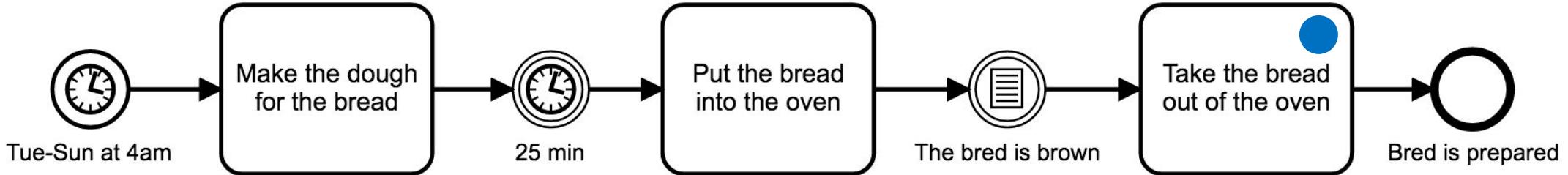
Cinnamon & Flour Bakery



Cinnamon & Flour Bakery



Cinnamon & Flour Bakery



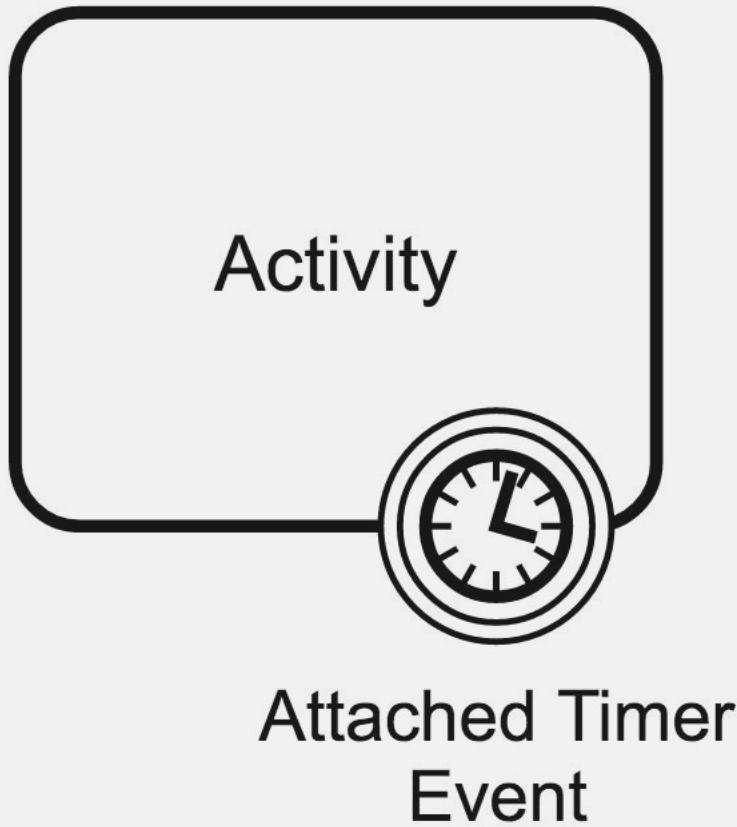
Cinnamon & Flour Bakery



# BPMN Theory

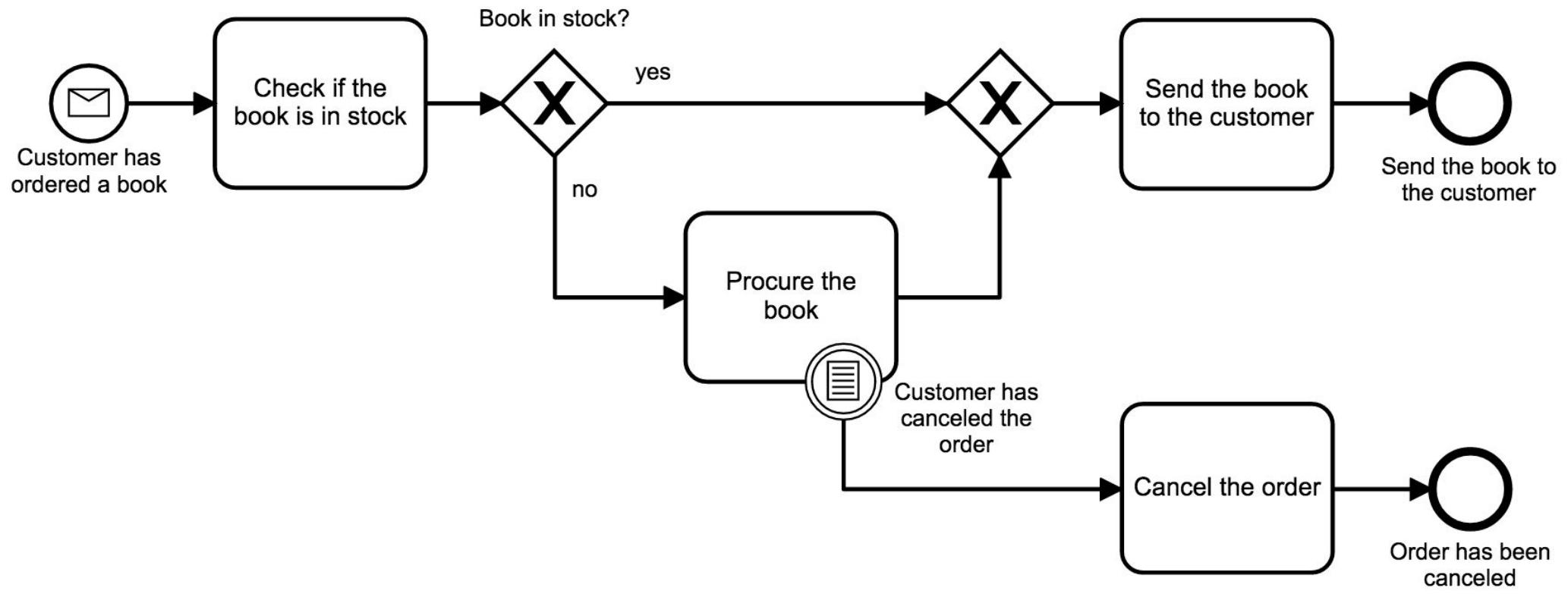
process camp

# Attached Events

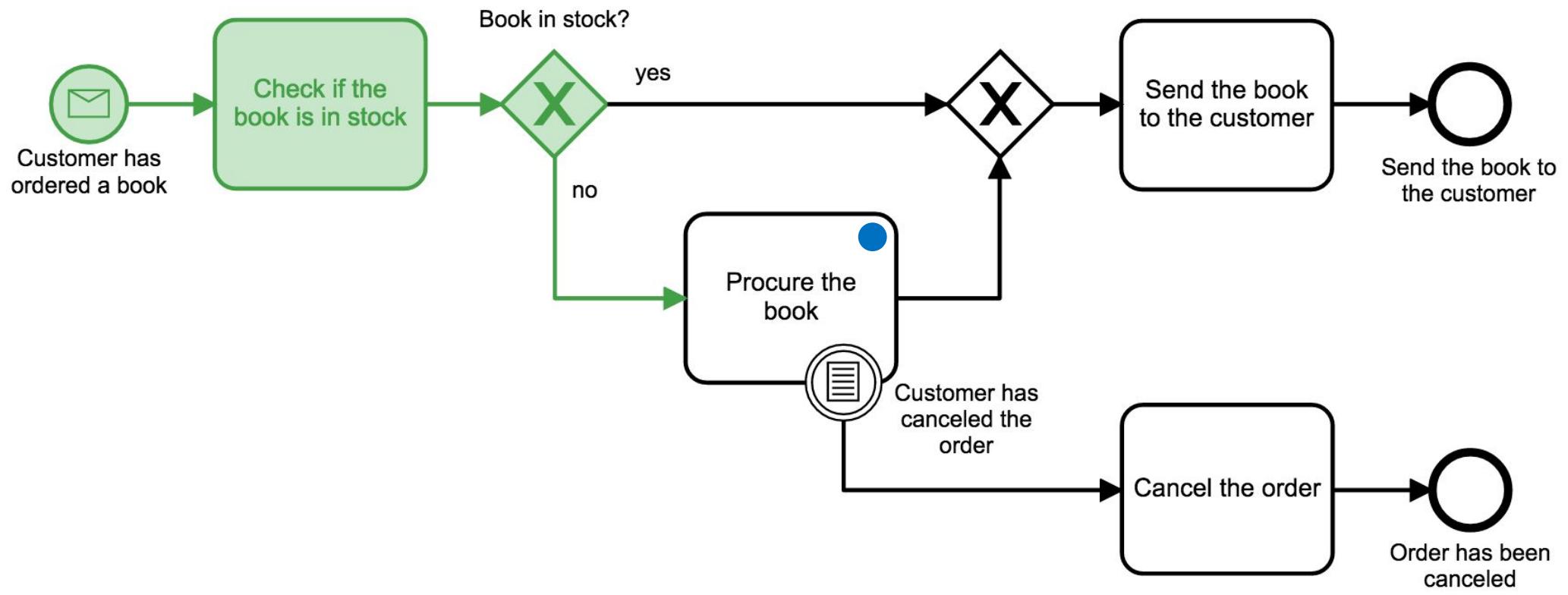


- The activity gets cancelled through the occurrence of the event
- If the event occurs, an alternative path is taken

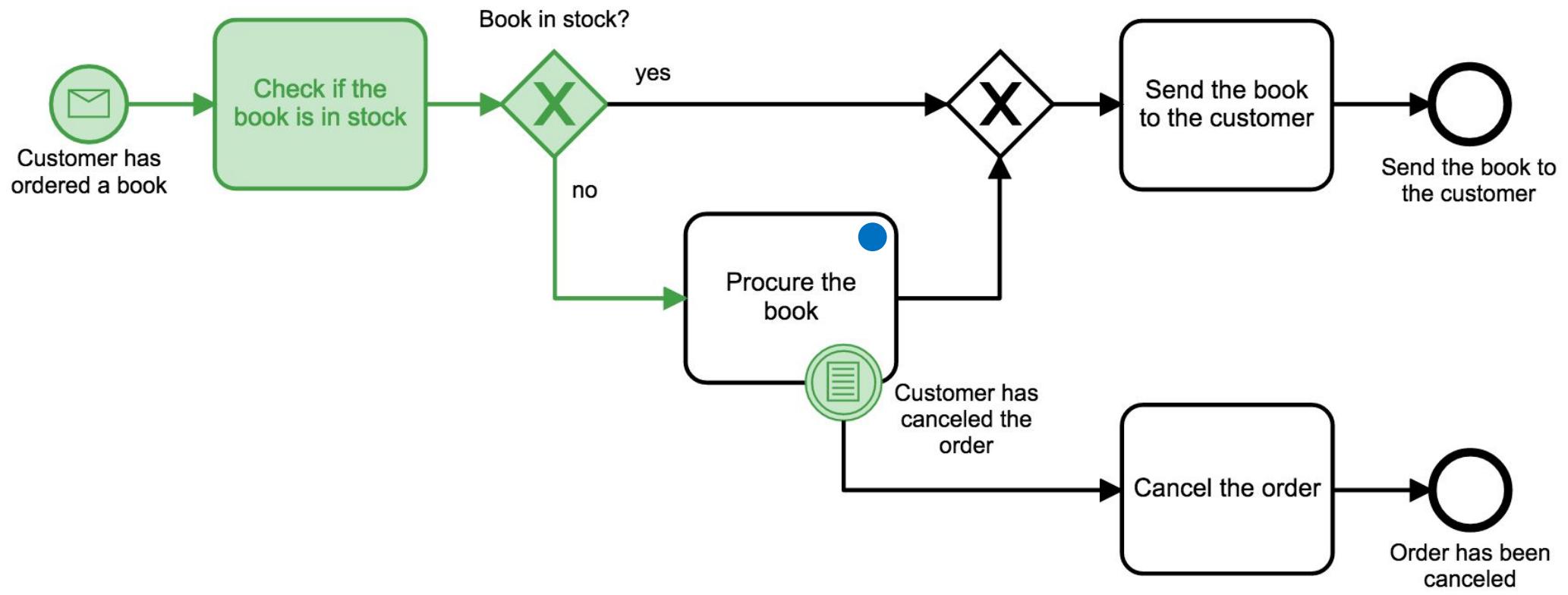
Bookworm Online Store



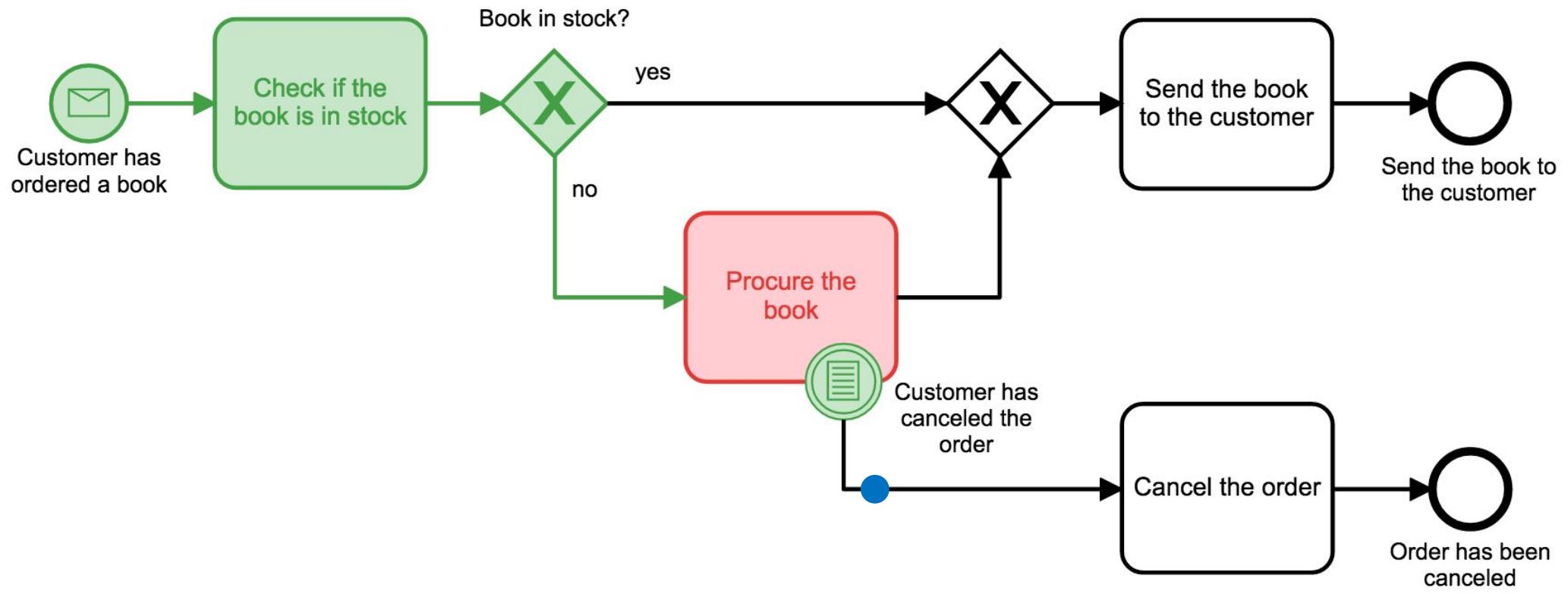
## Bookworm Online Store



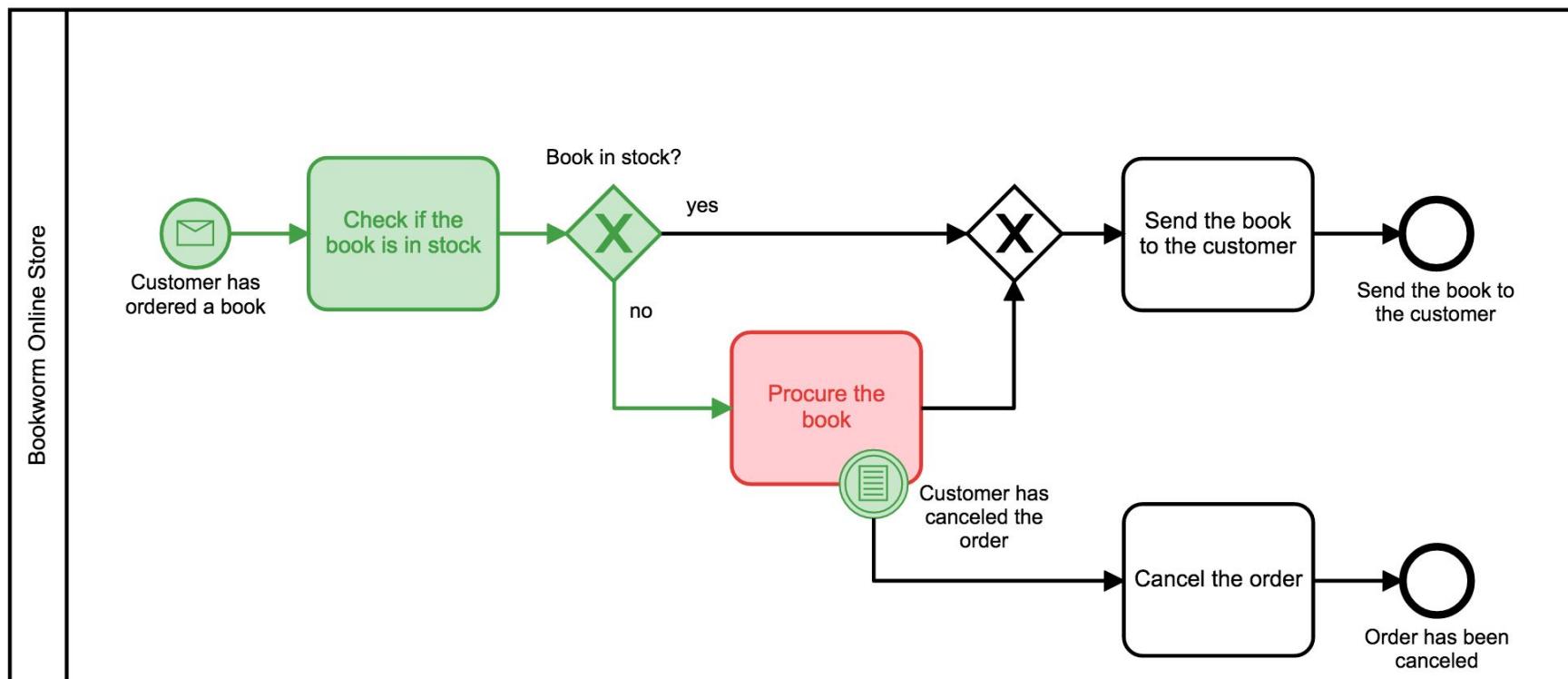
## Bookworm Online Store



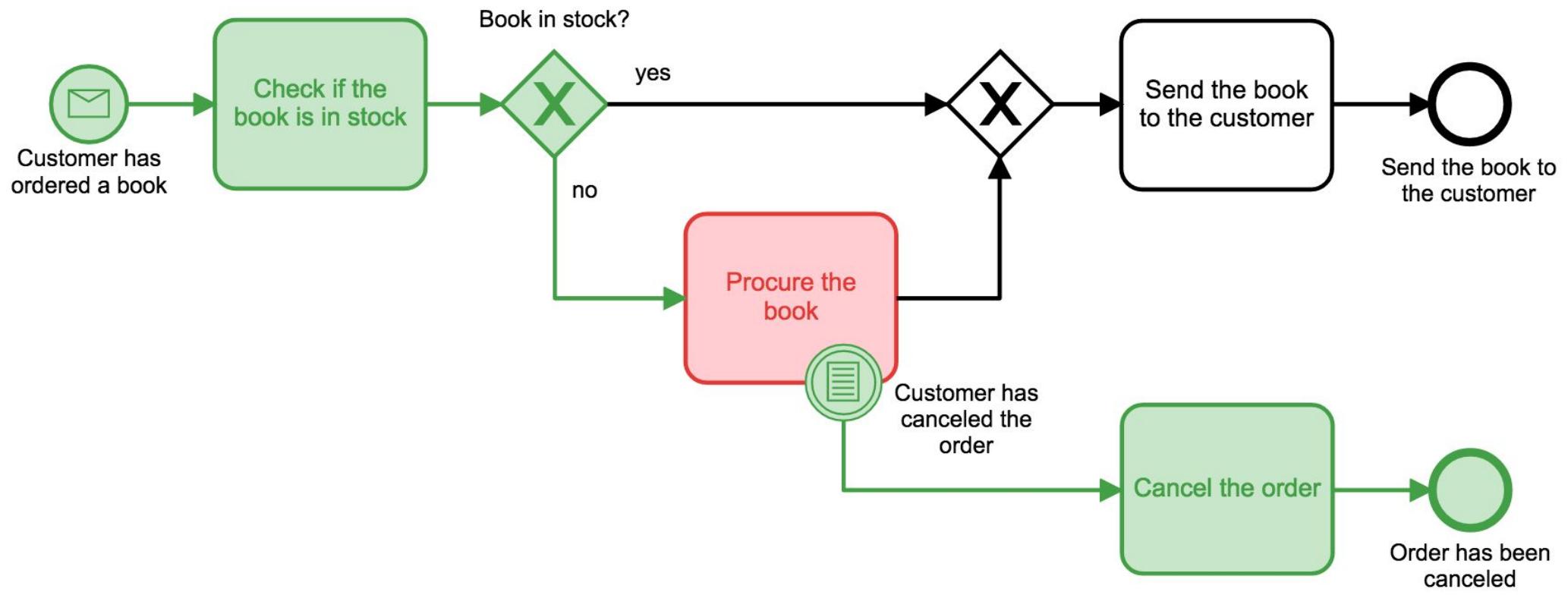
## Bookworm Online Store



The sales manager stops his current task and continues with the alternative activity.



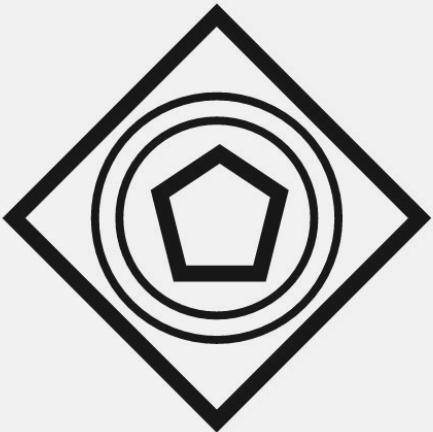
## Bookworm Online Store



# BPMN Theory

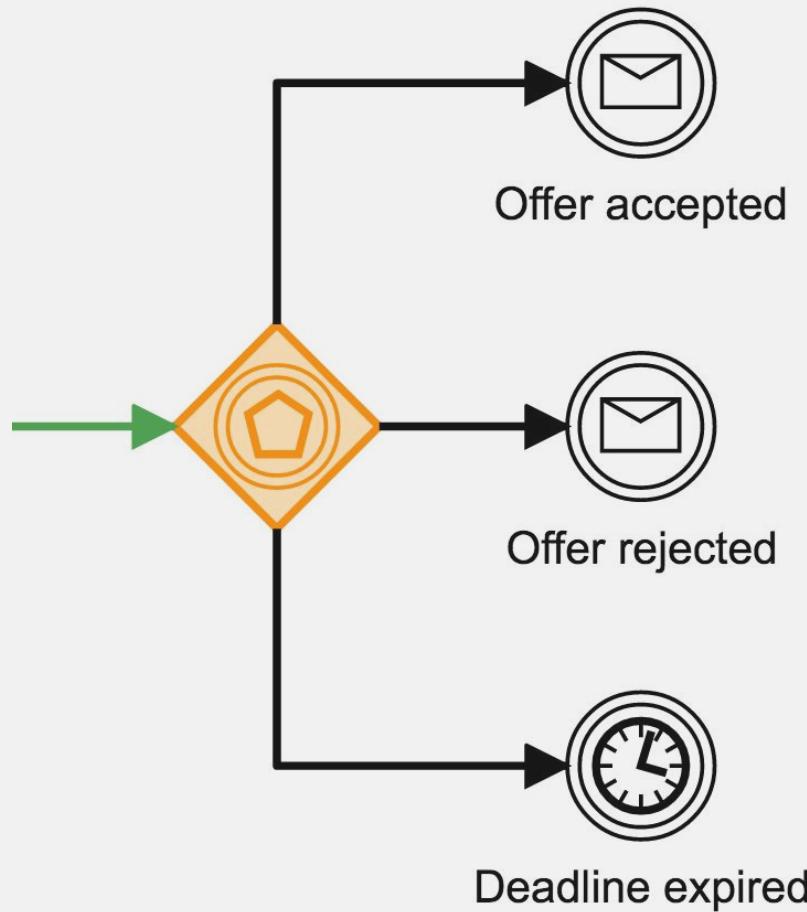
process camp

# Event Based Gateway



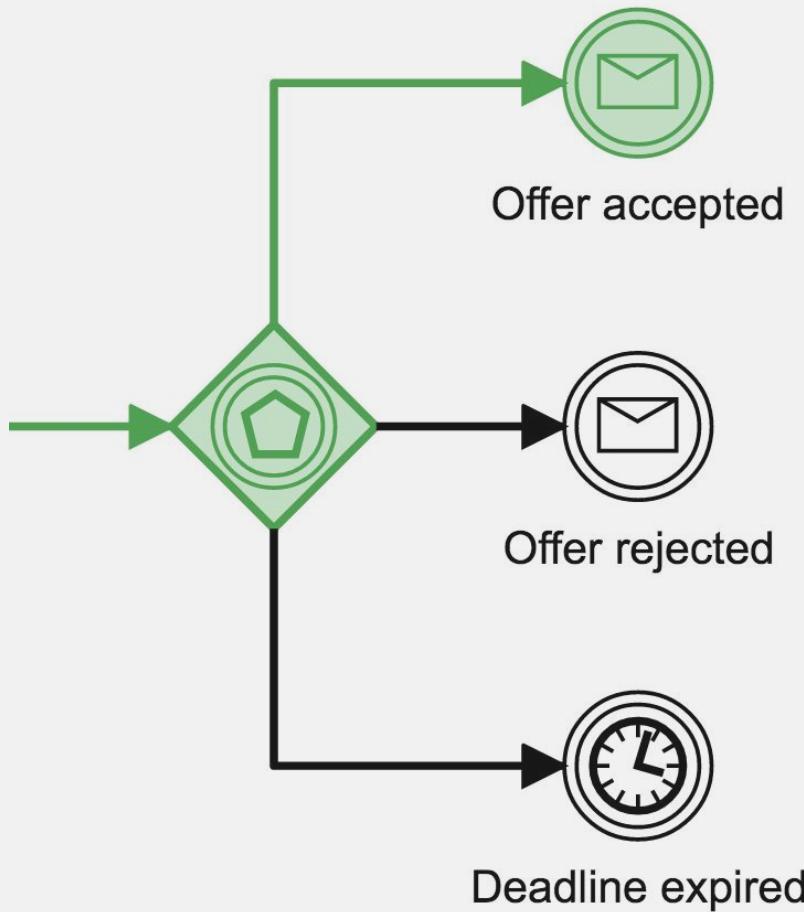
- Reacts to occurring events
- Only one path can be taken

# Event Based Gateway



- Is always followed by catching events
- The process will wait until one of the events occurs

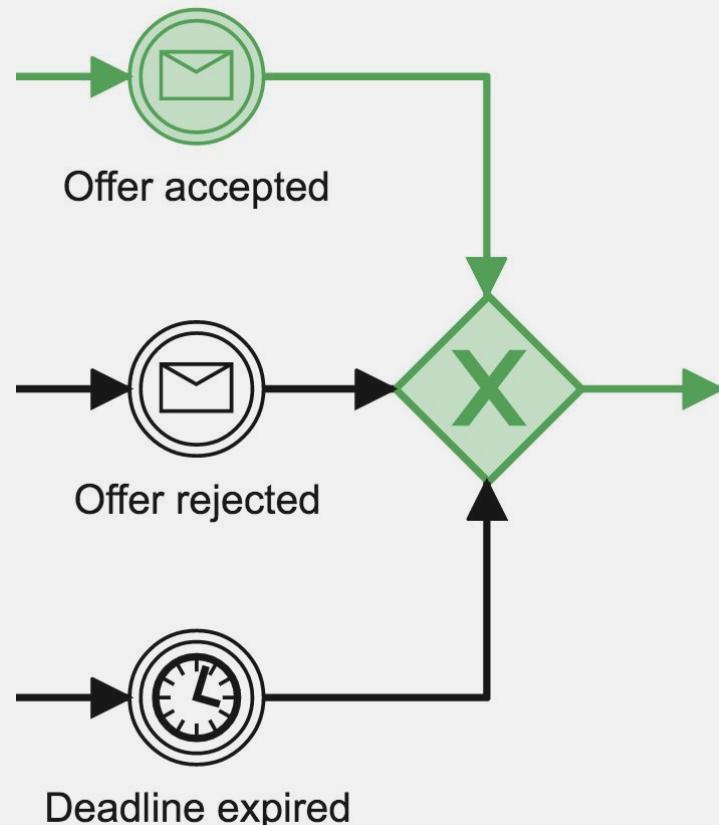
# Event Based Gateway



- The first event that occurs, defines the process flow
- Only one event can occur

# Exclusive Gateway

[closing]



- Reuse of the closing exclusive gateway

# BPMN Applied



# BPMN Practice

The Space Ship Manufacturer



# Planning

- Plan the new production phase
- Manage and procure the raw material

process camp



# Quality Assurance

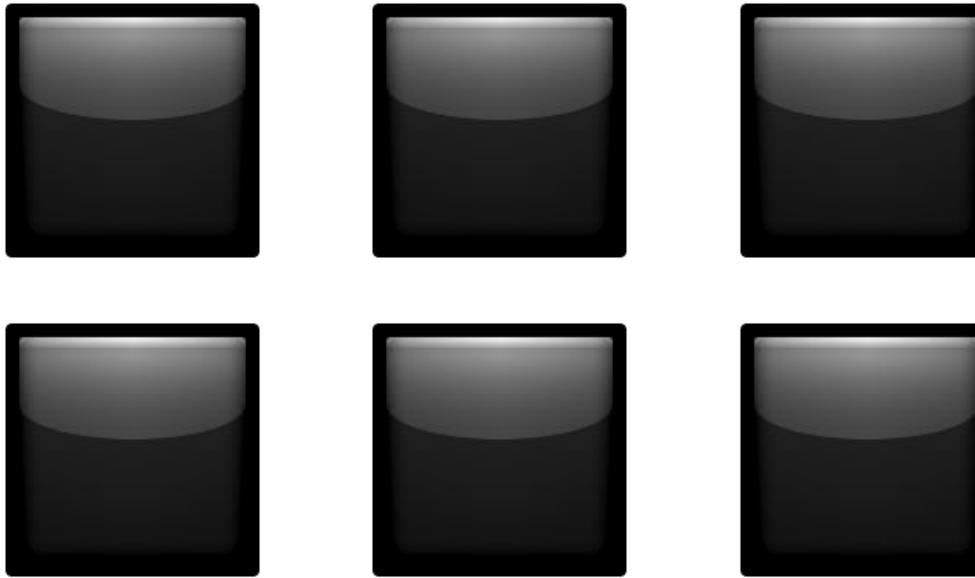
- Assess the new production plan
- Check the quality of the produced sample heat panels



# Production

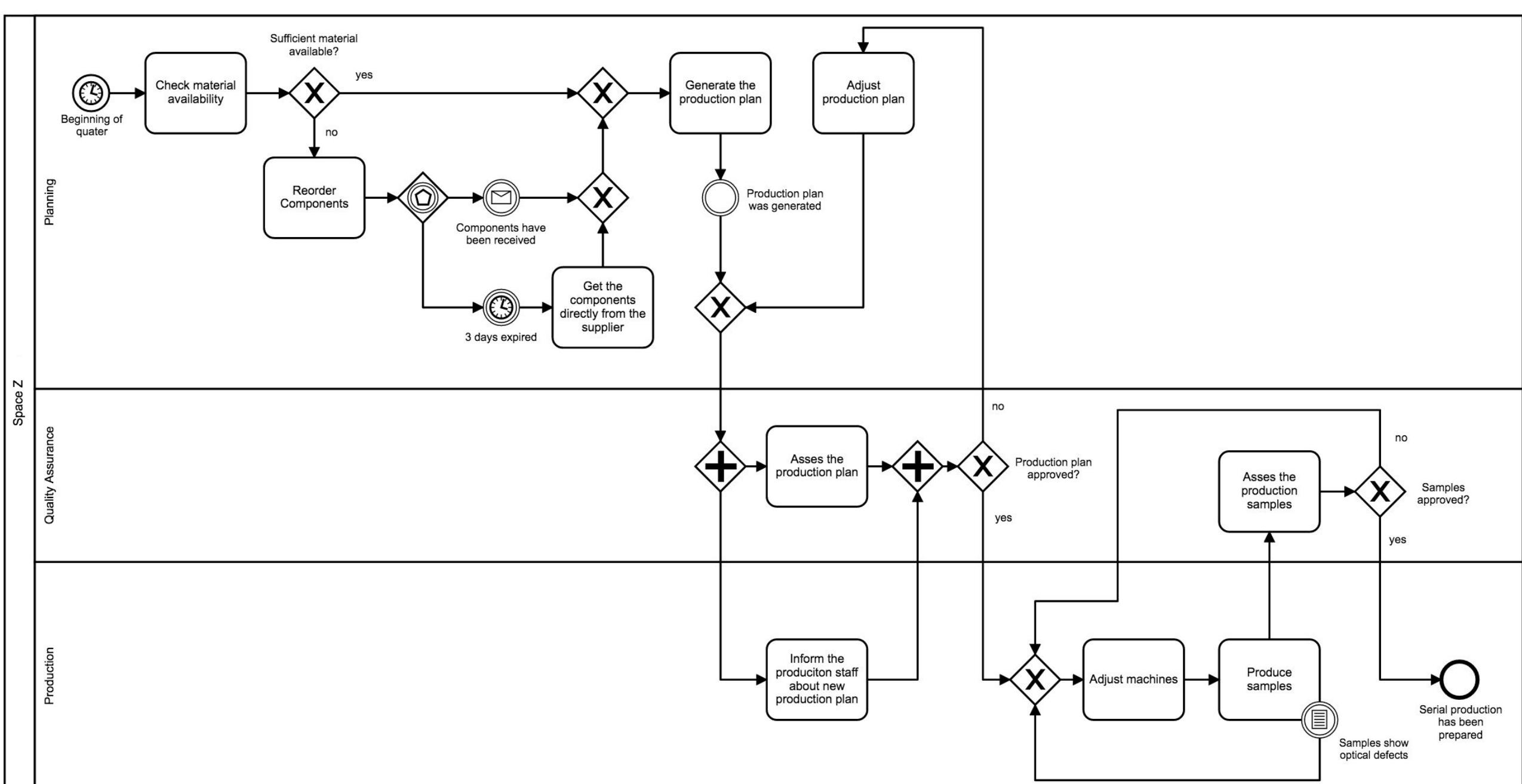
- Adjust the machines to the new production phase
- Produce the first samples of the heat panels

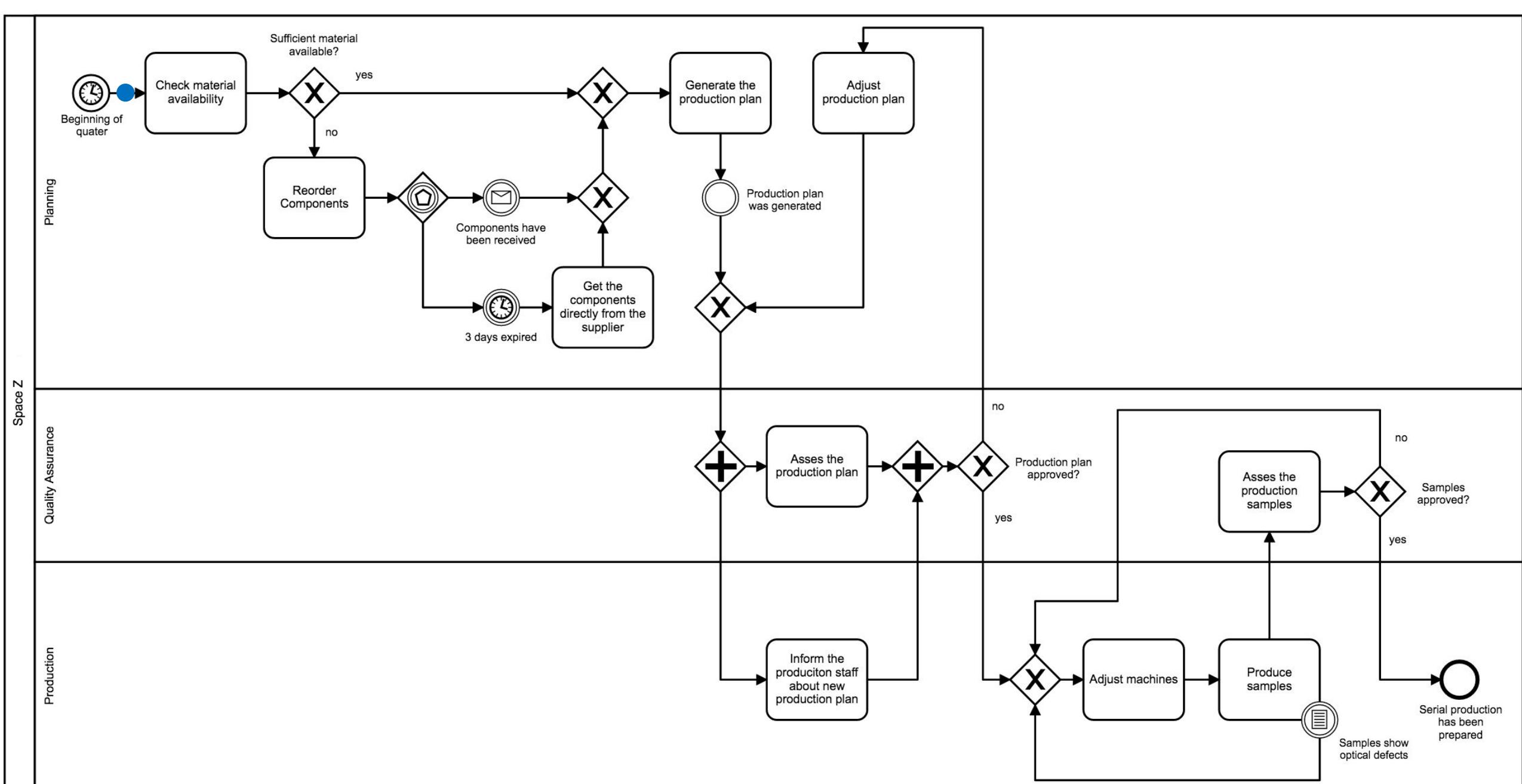
process camp

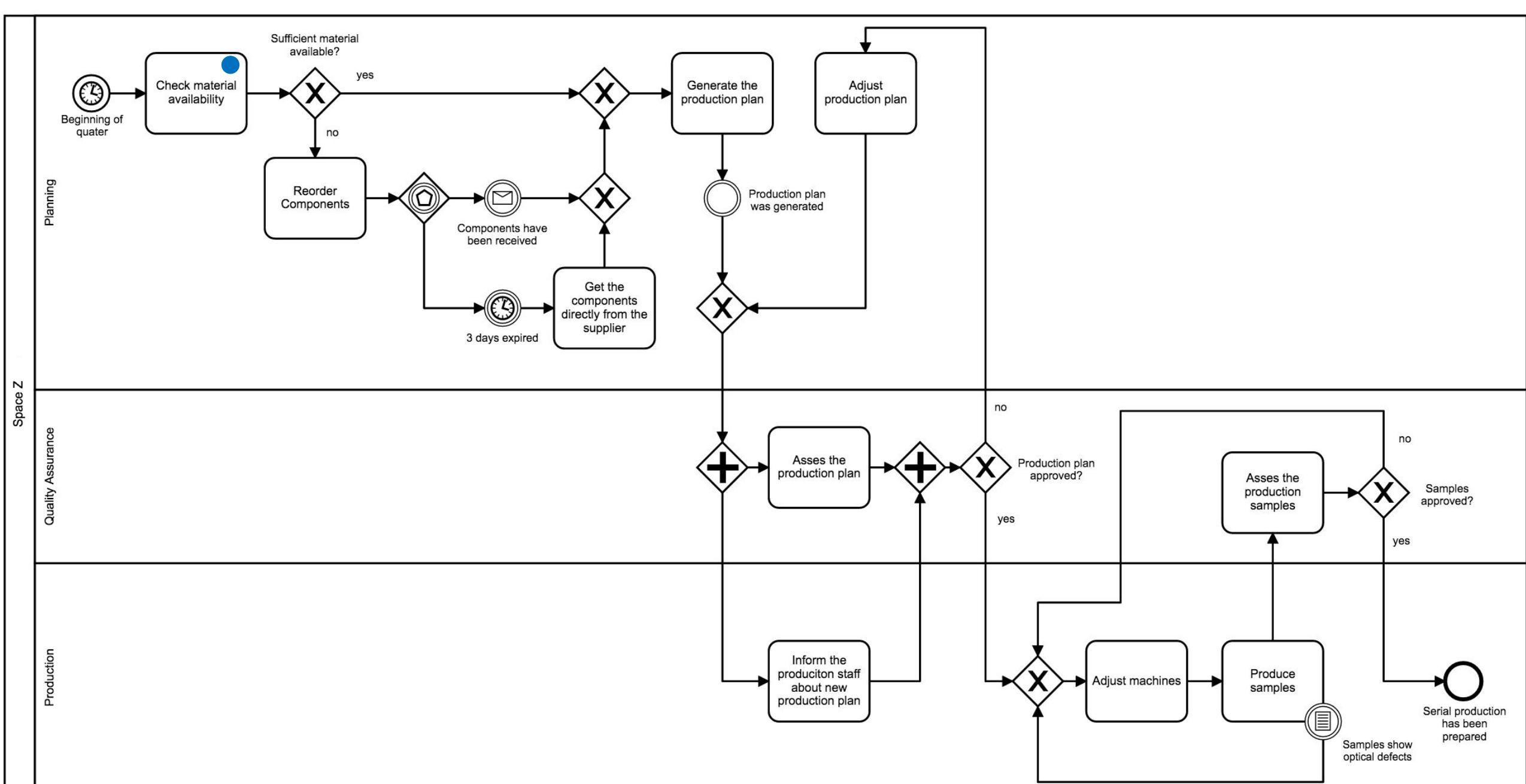


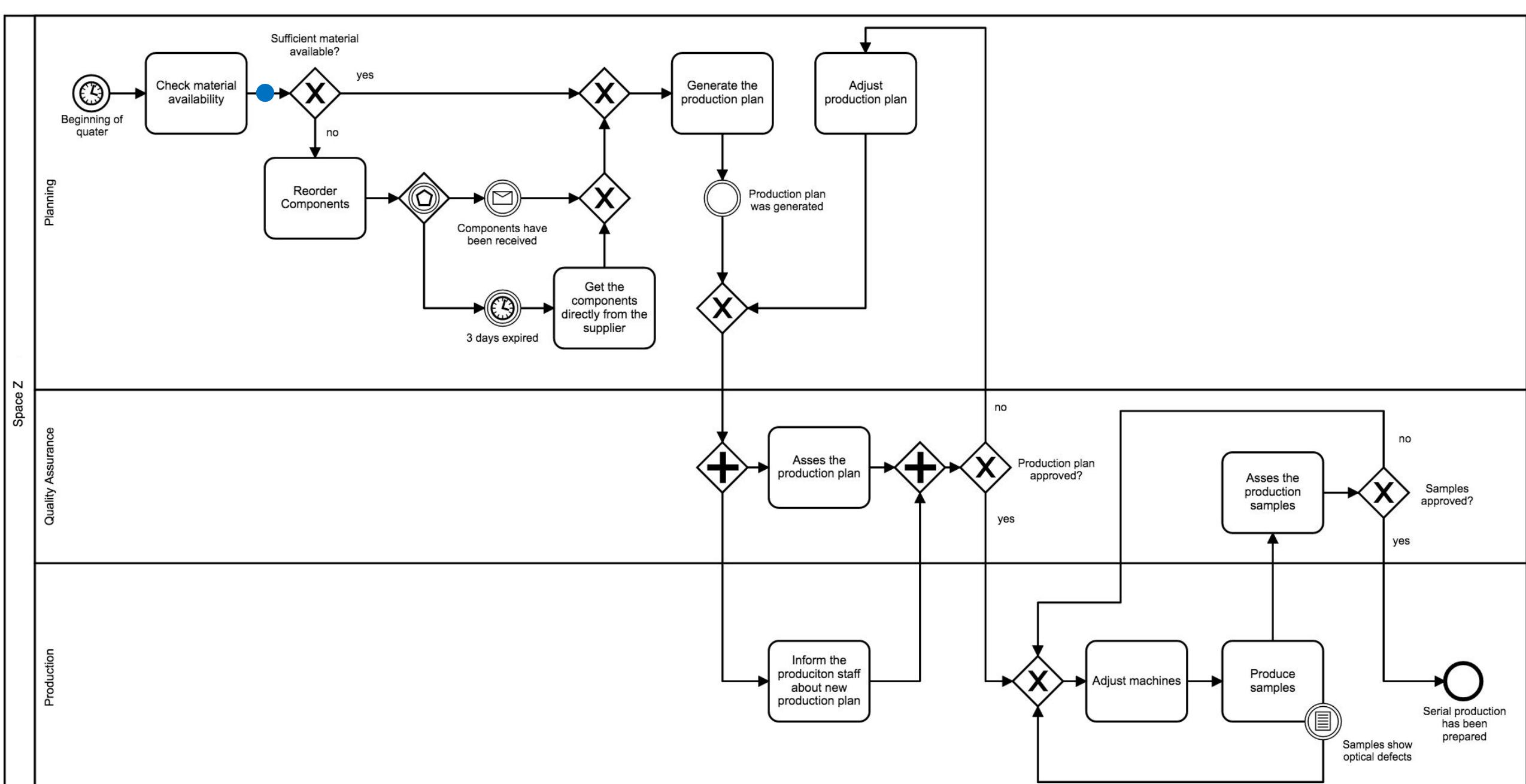
Space Z is planning the production of  
heat-resistant heat panels.

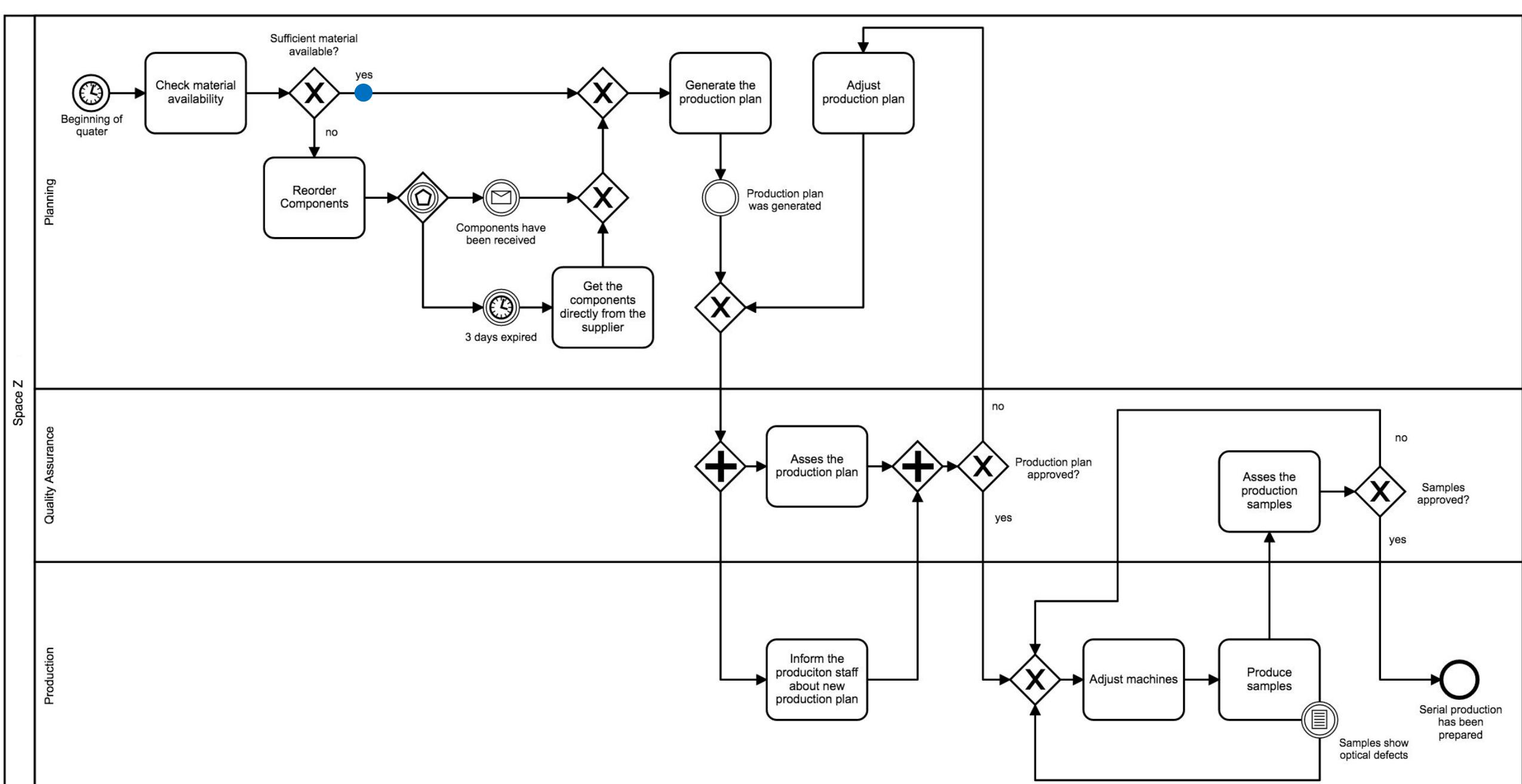
process camp

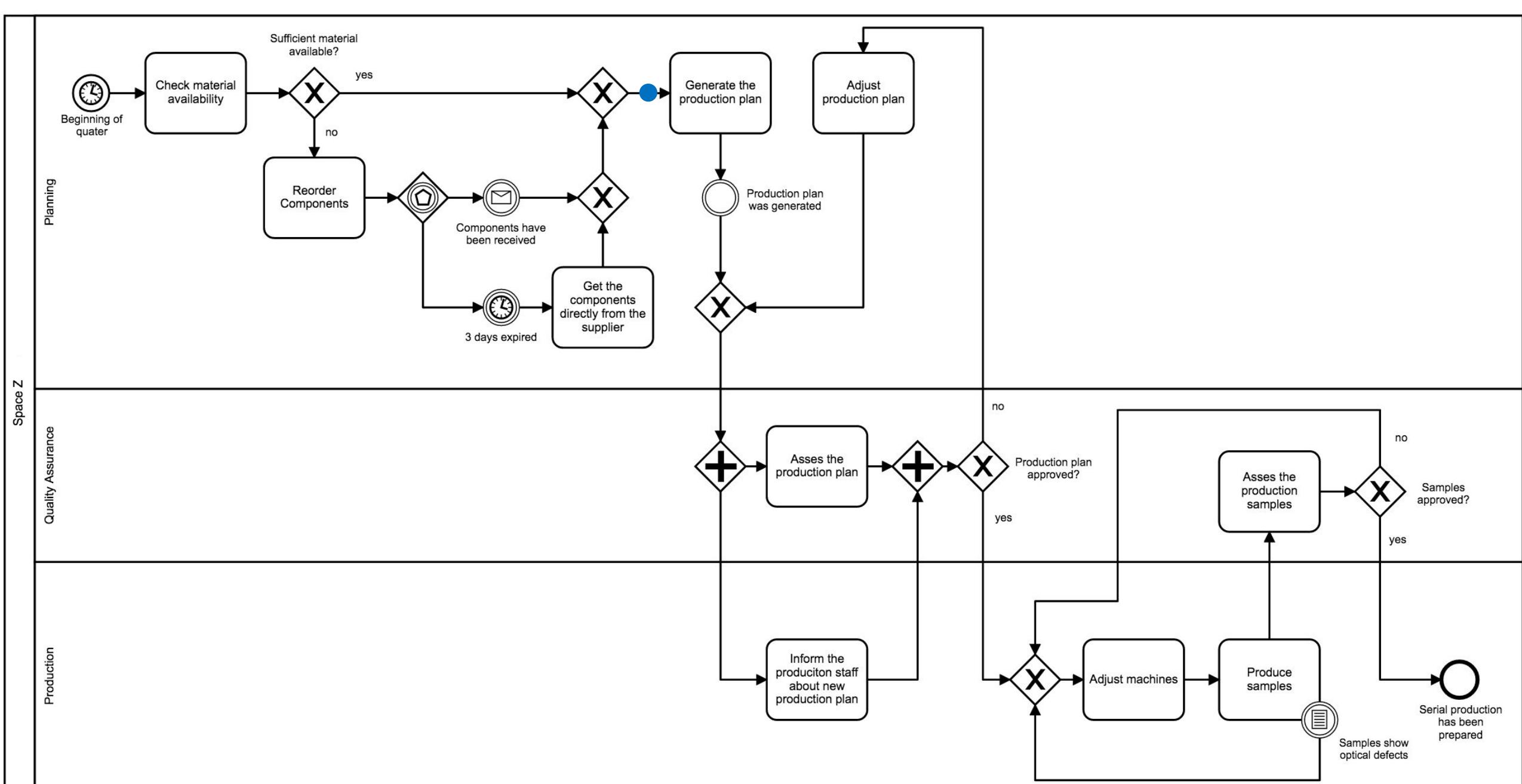


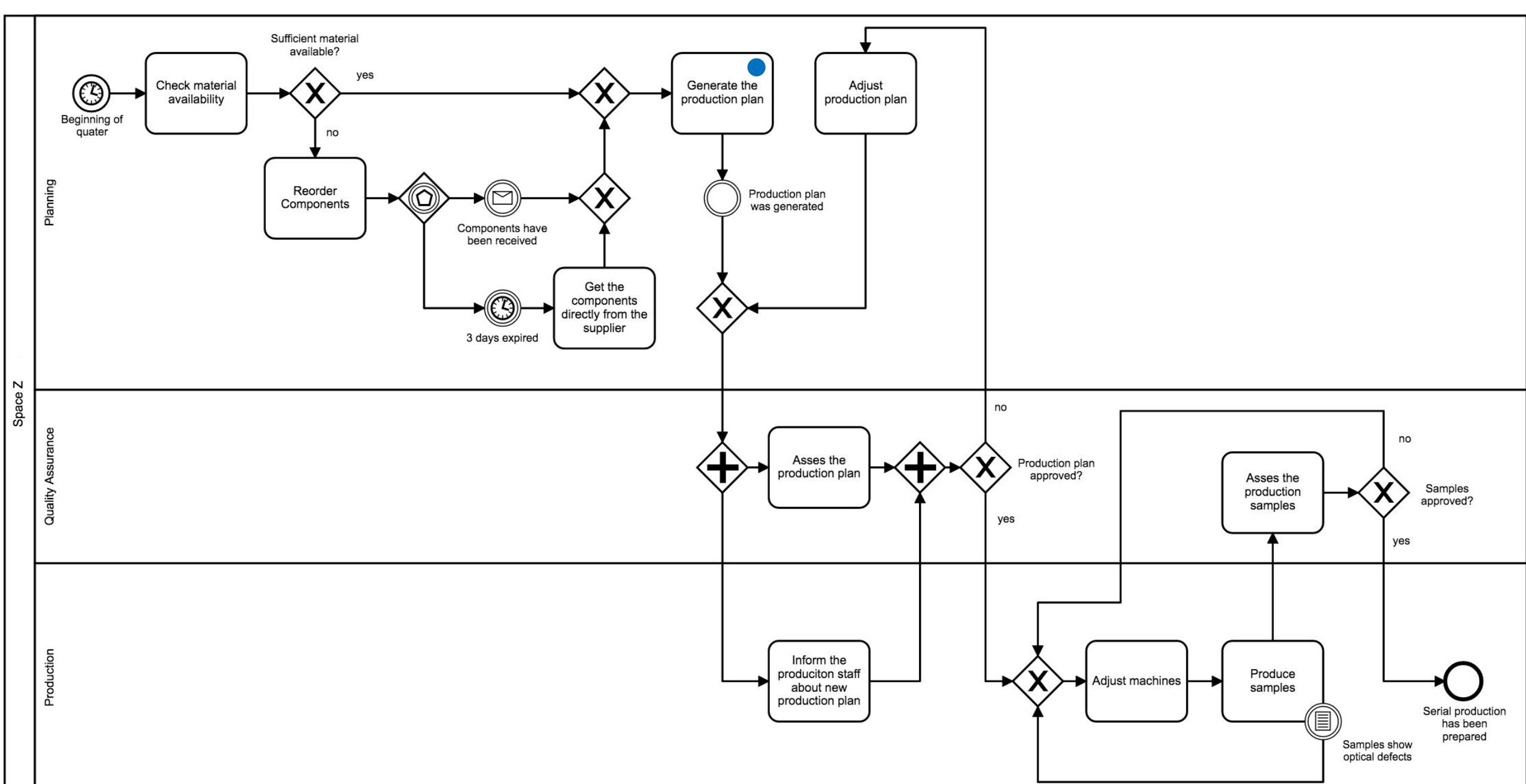


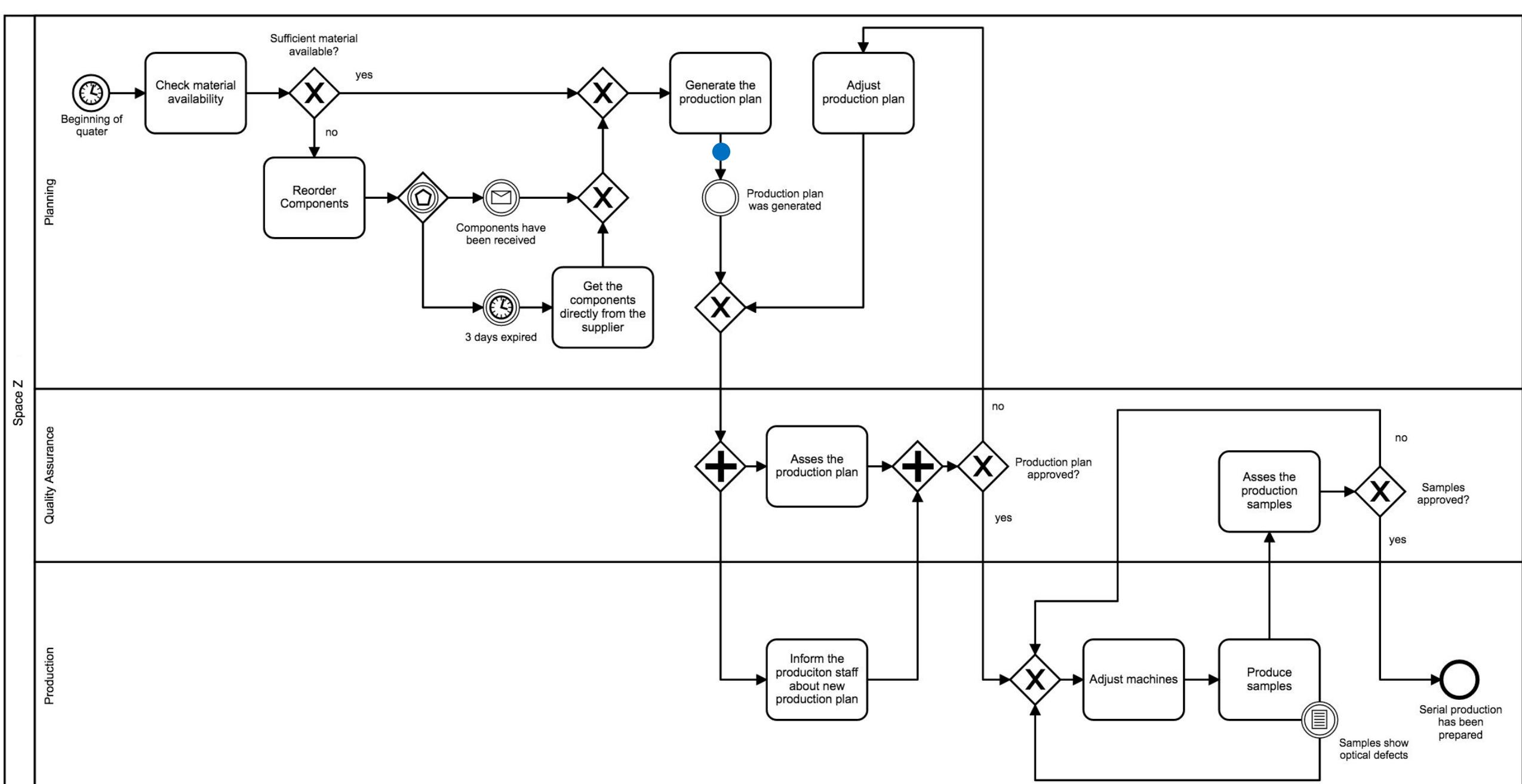


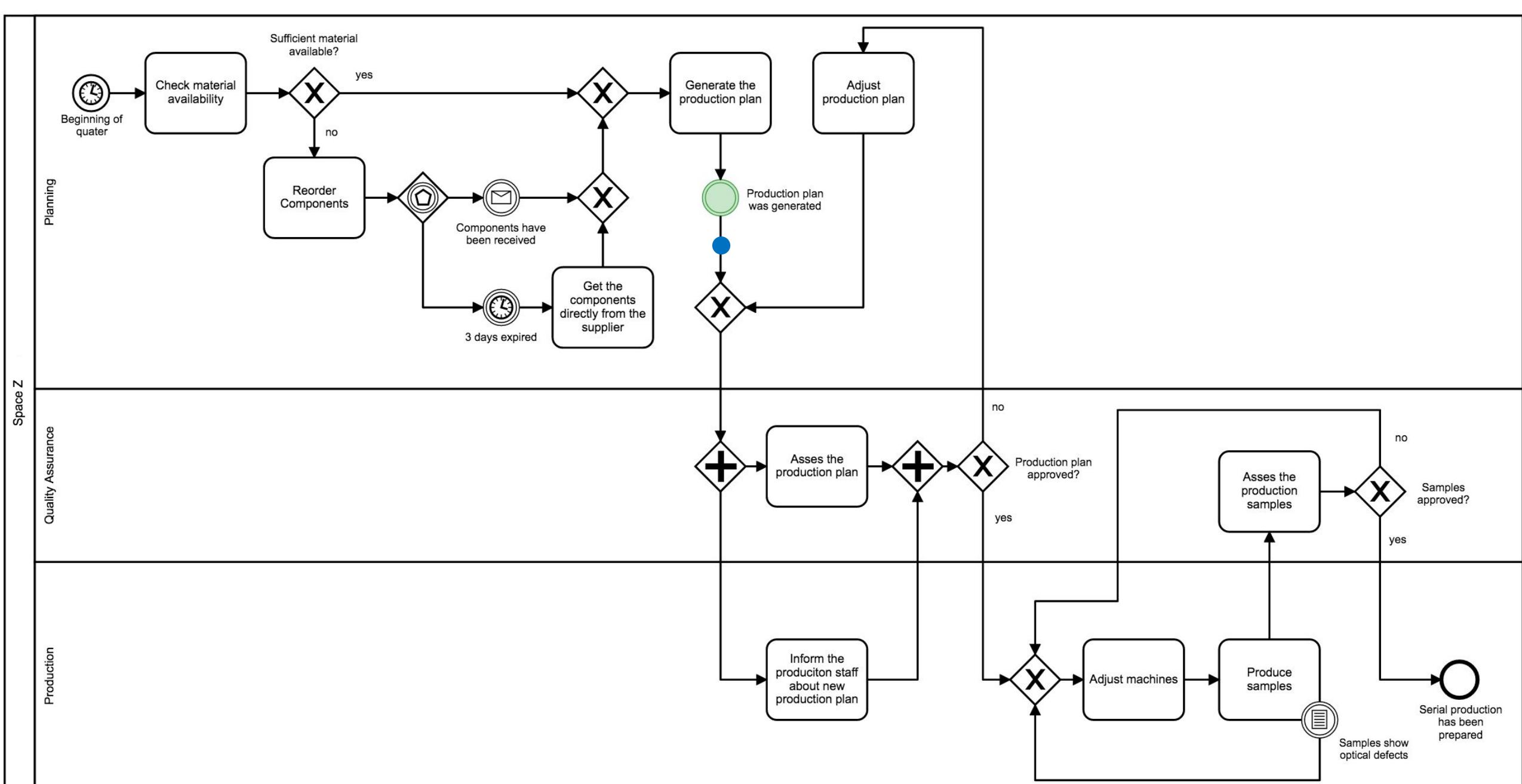


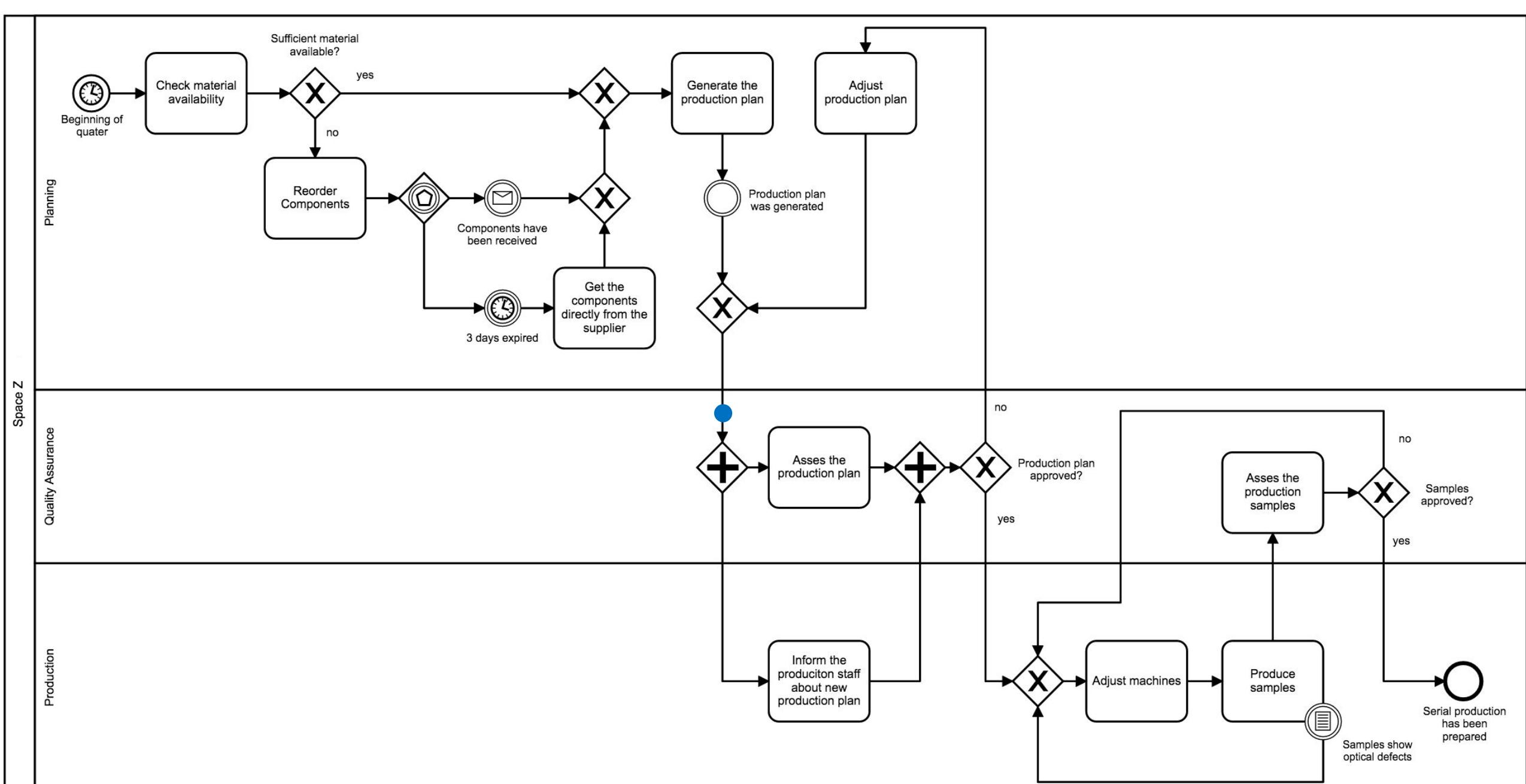


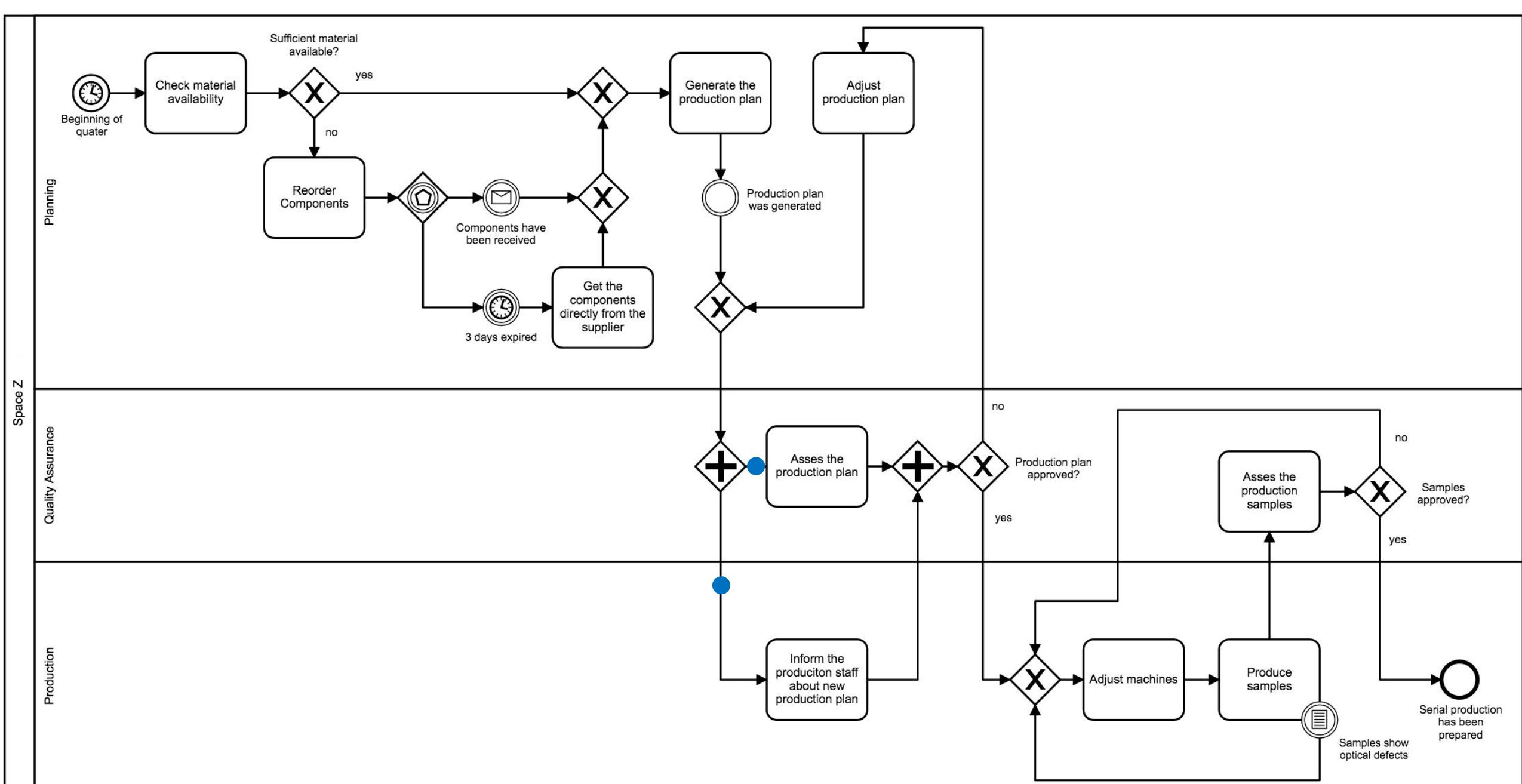


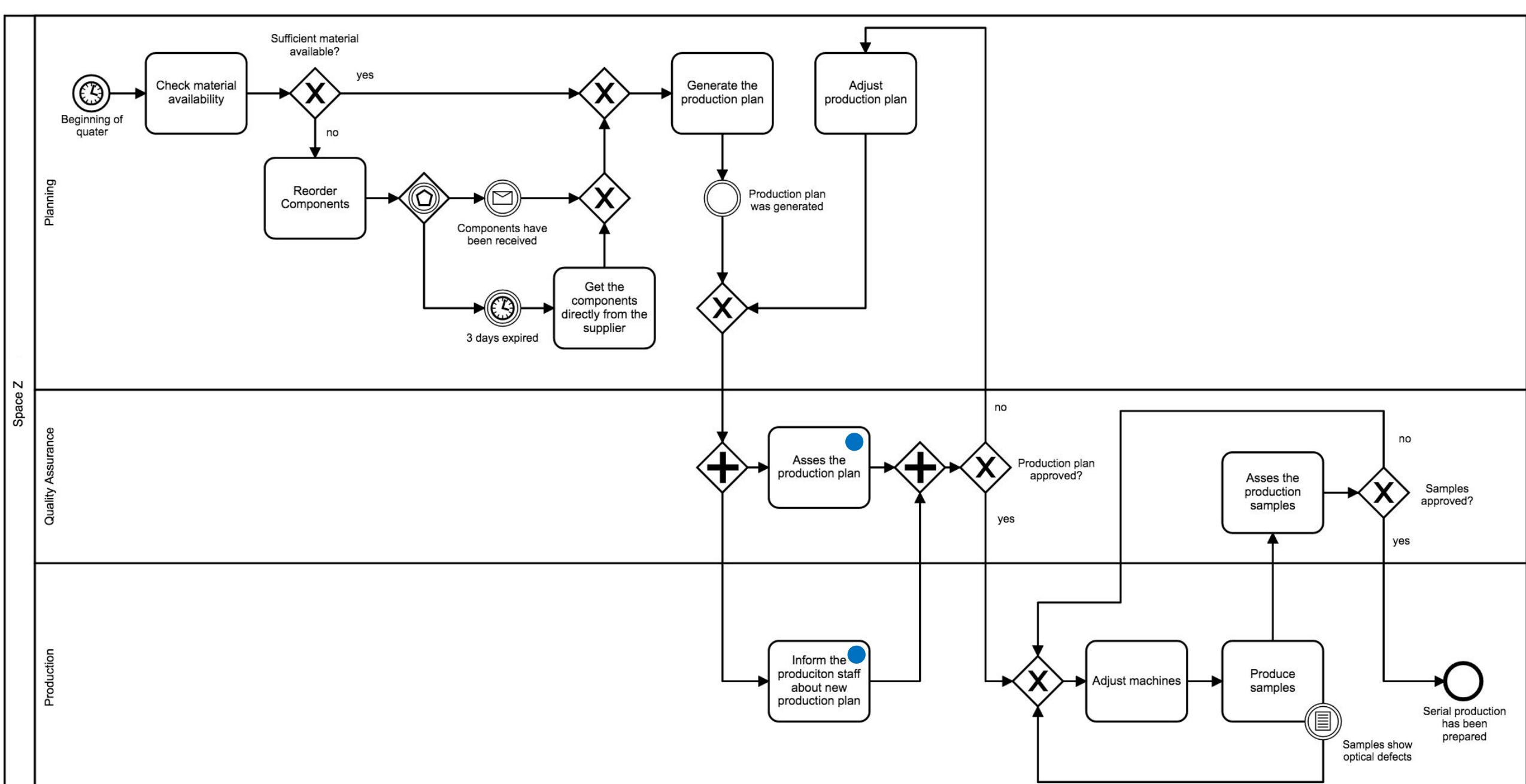


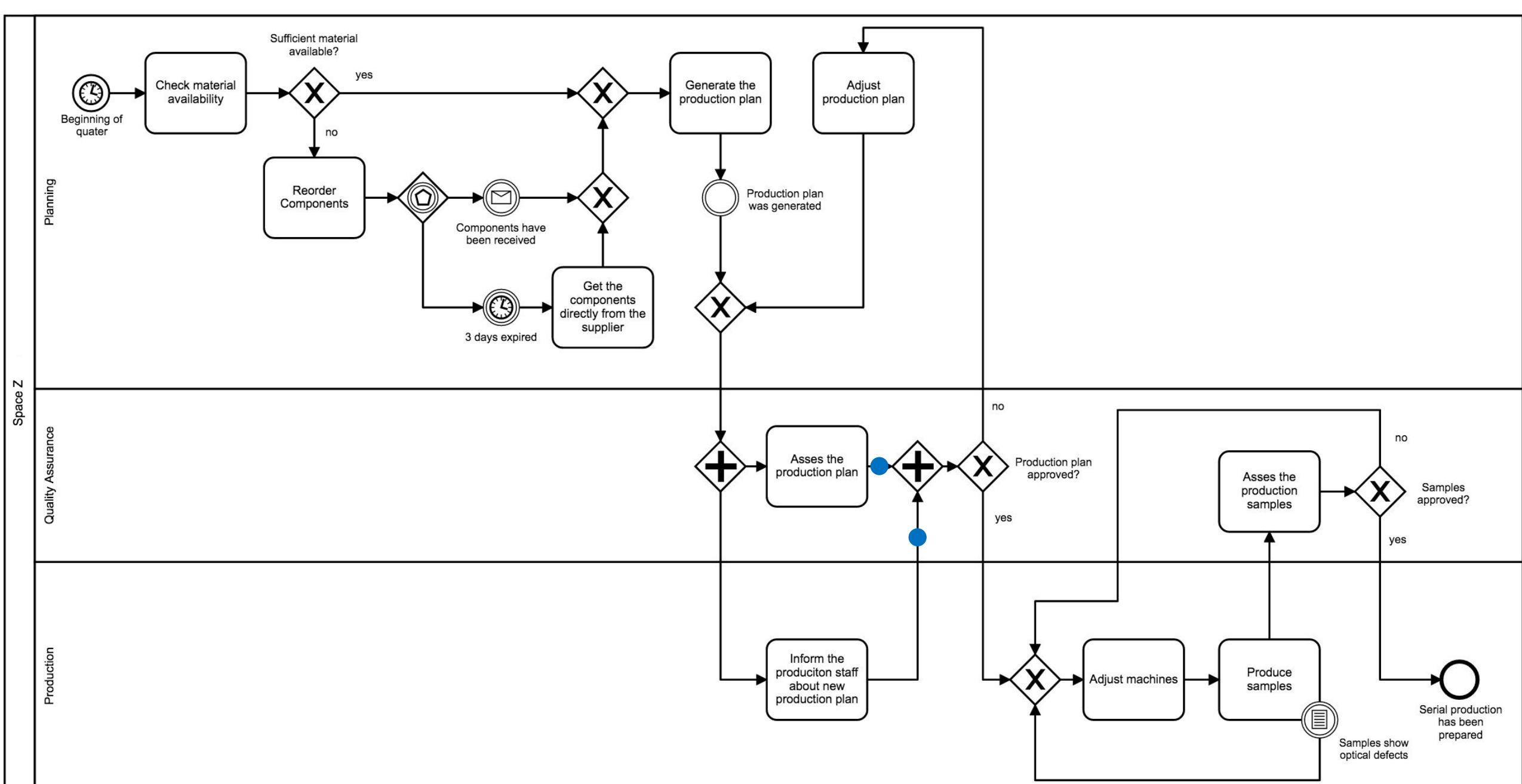


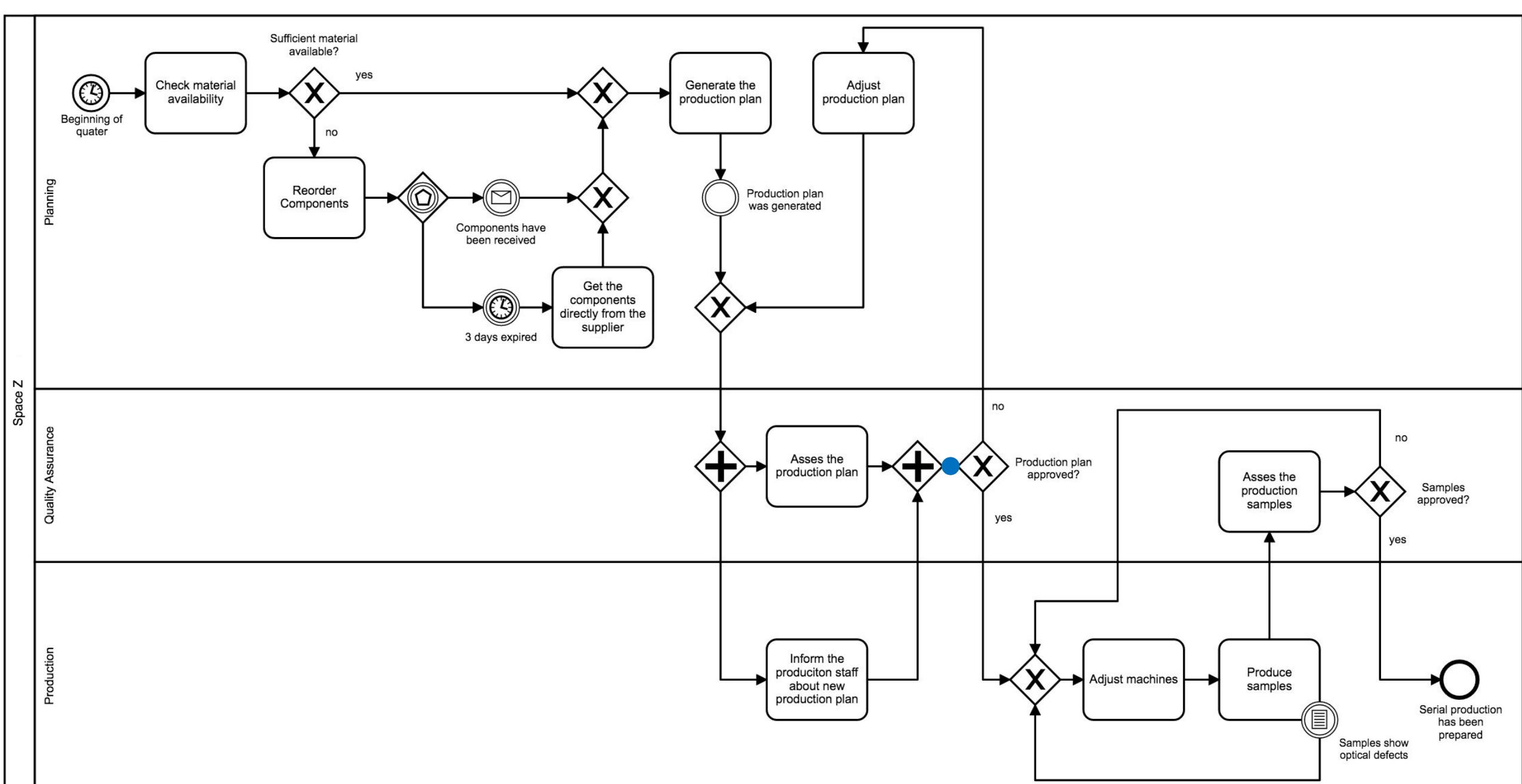


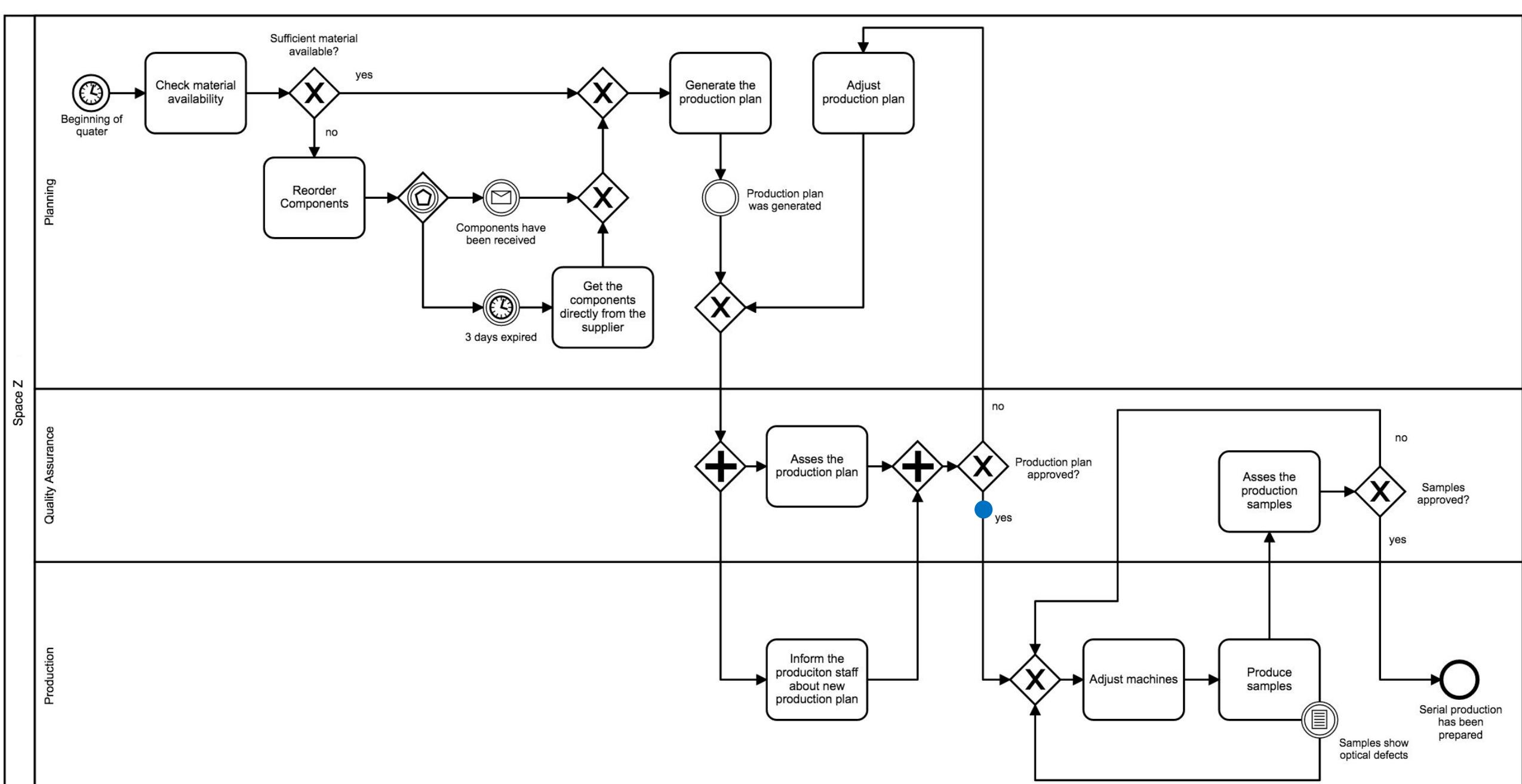


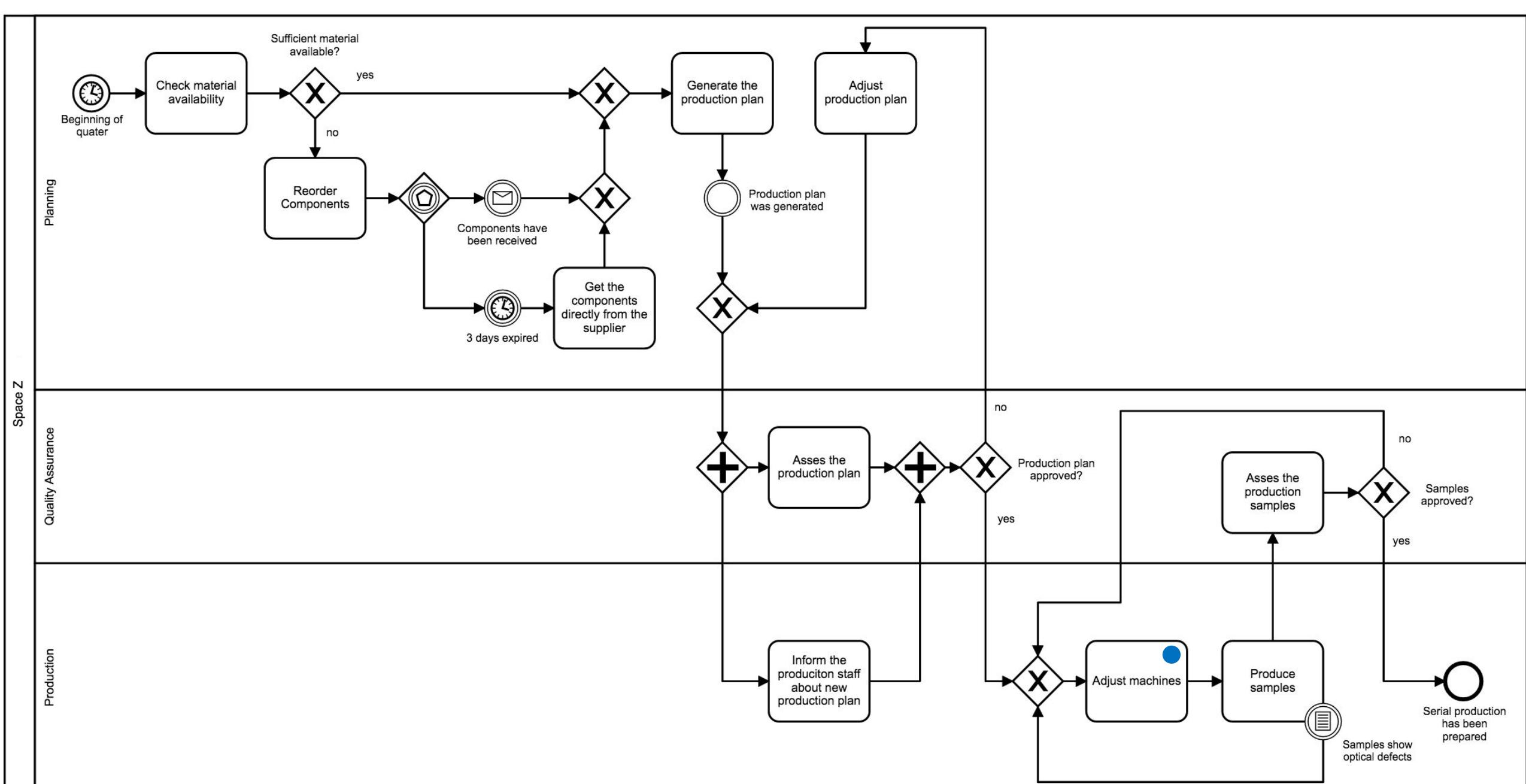


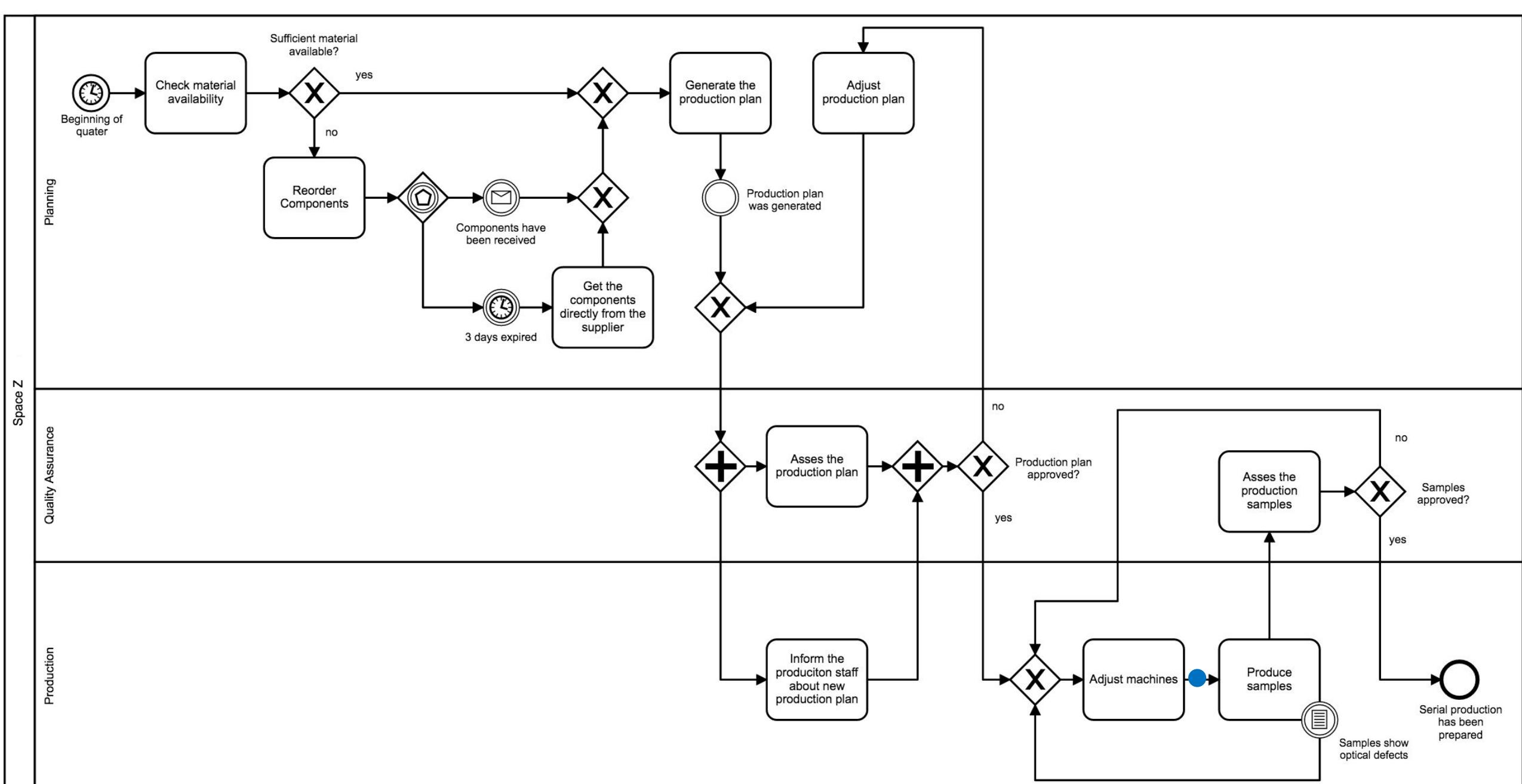


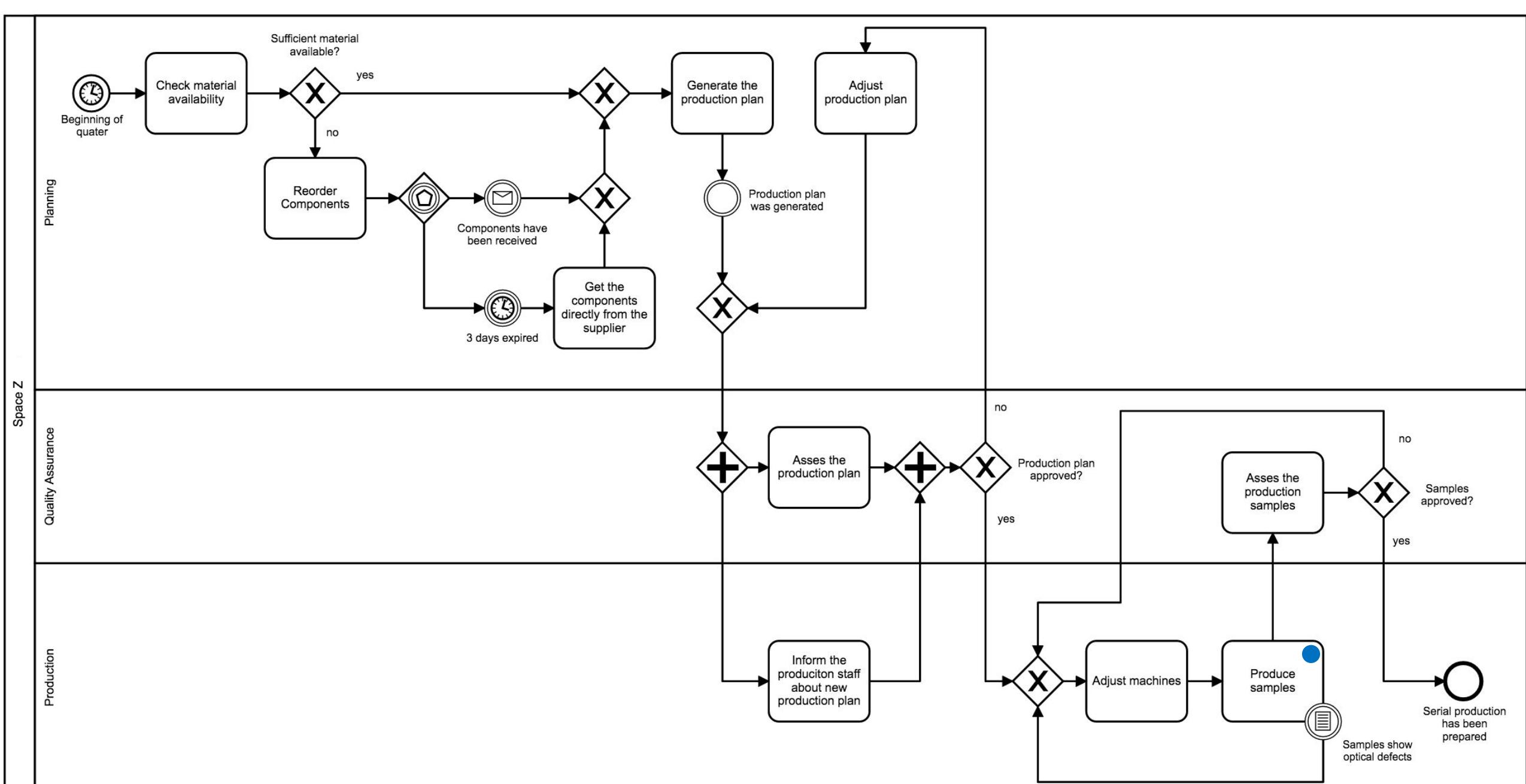


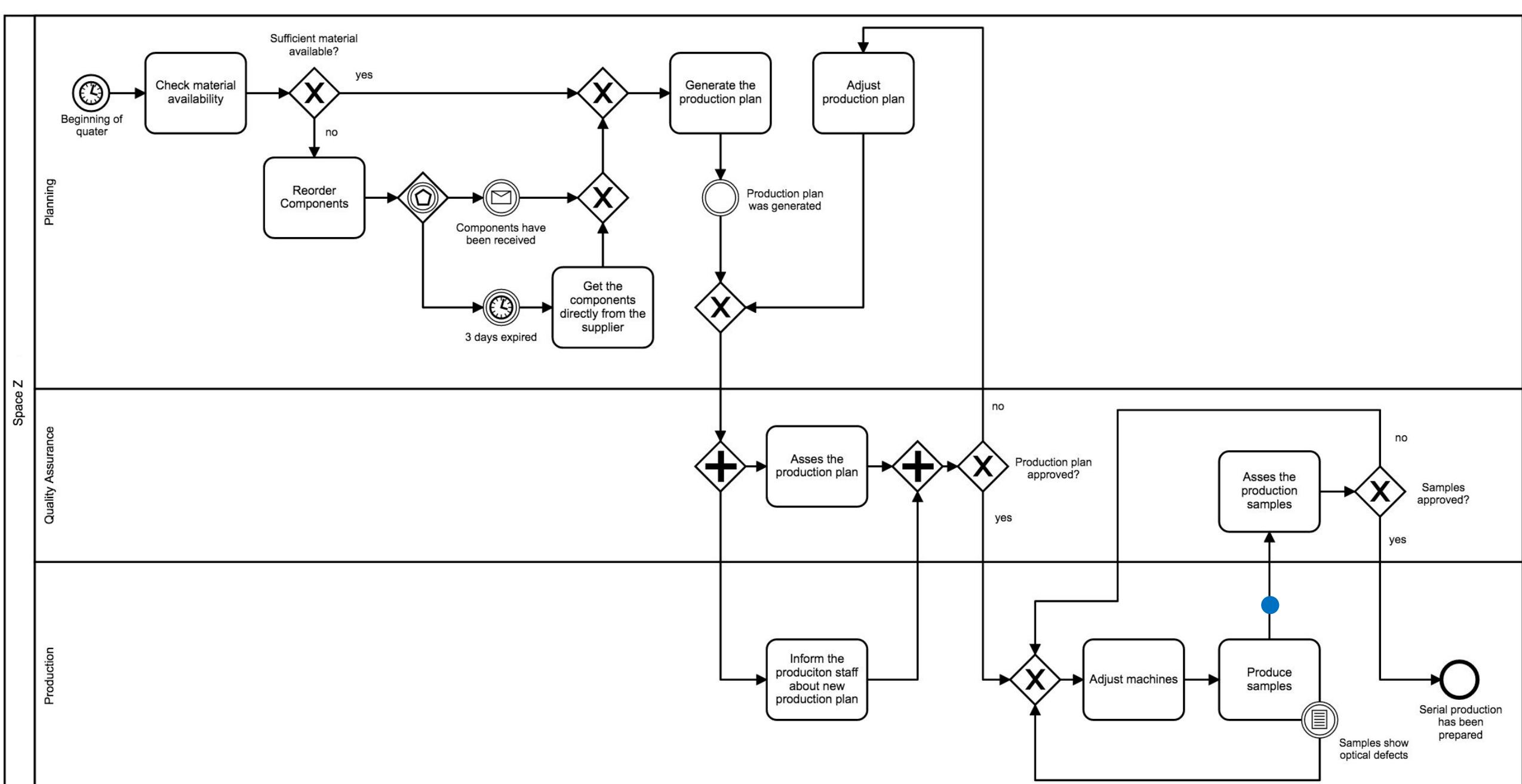


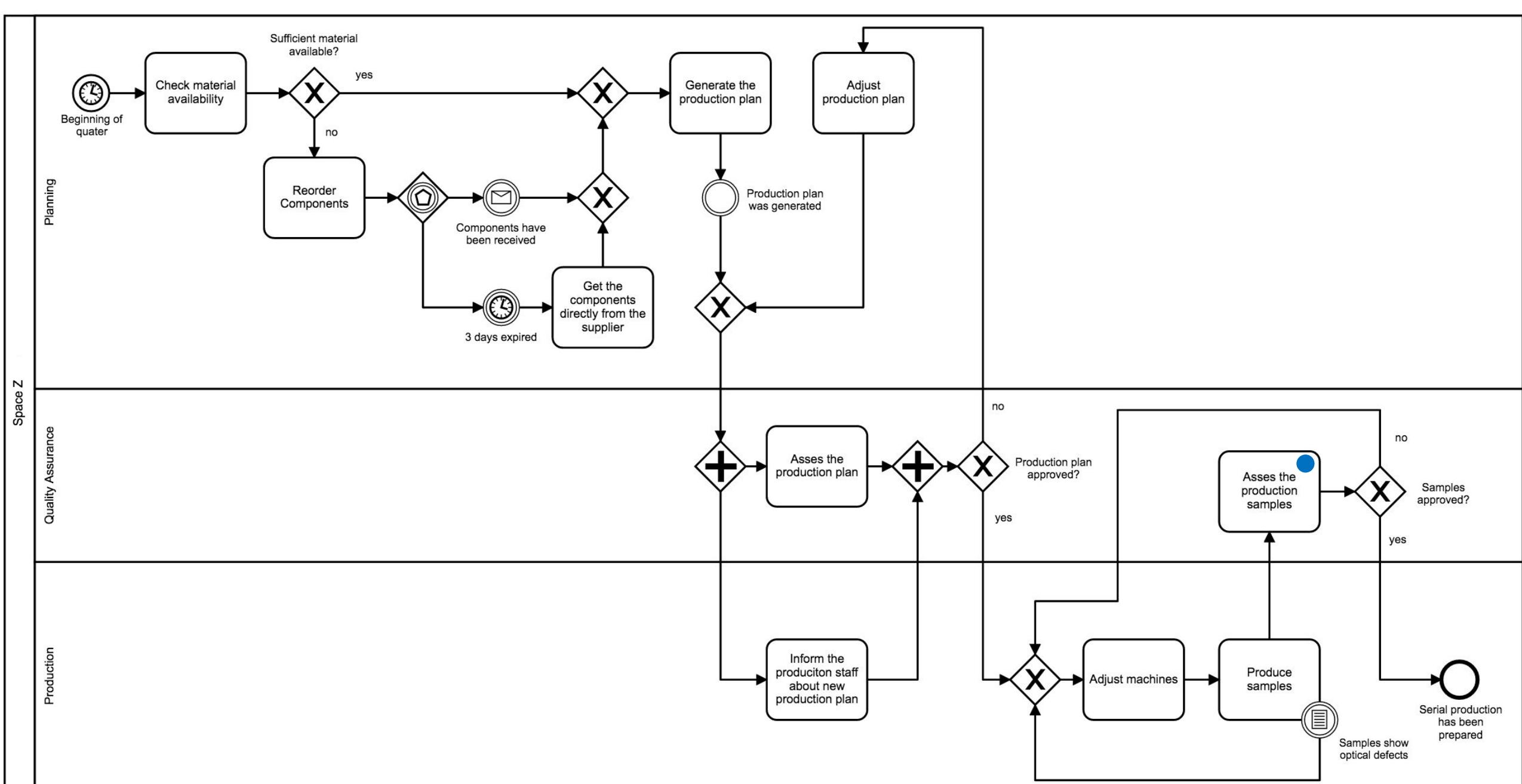


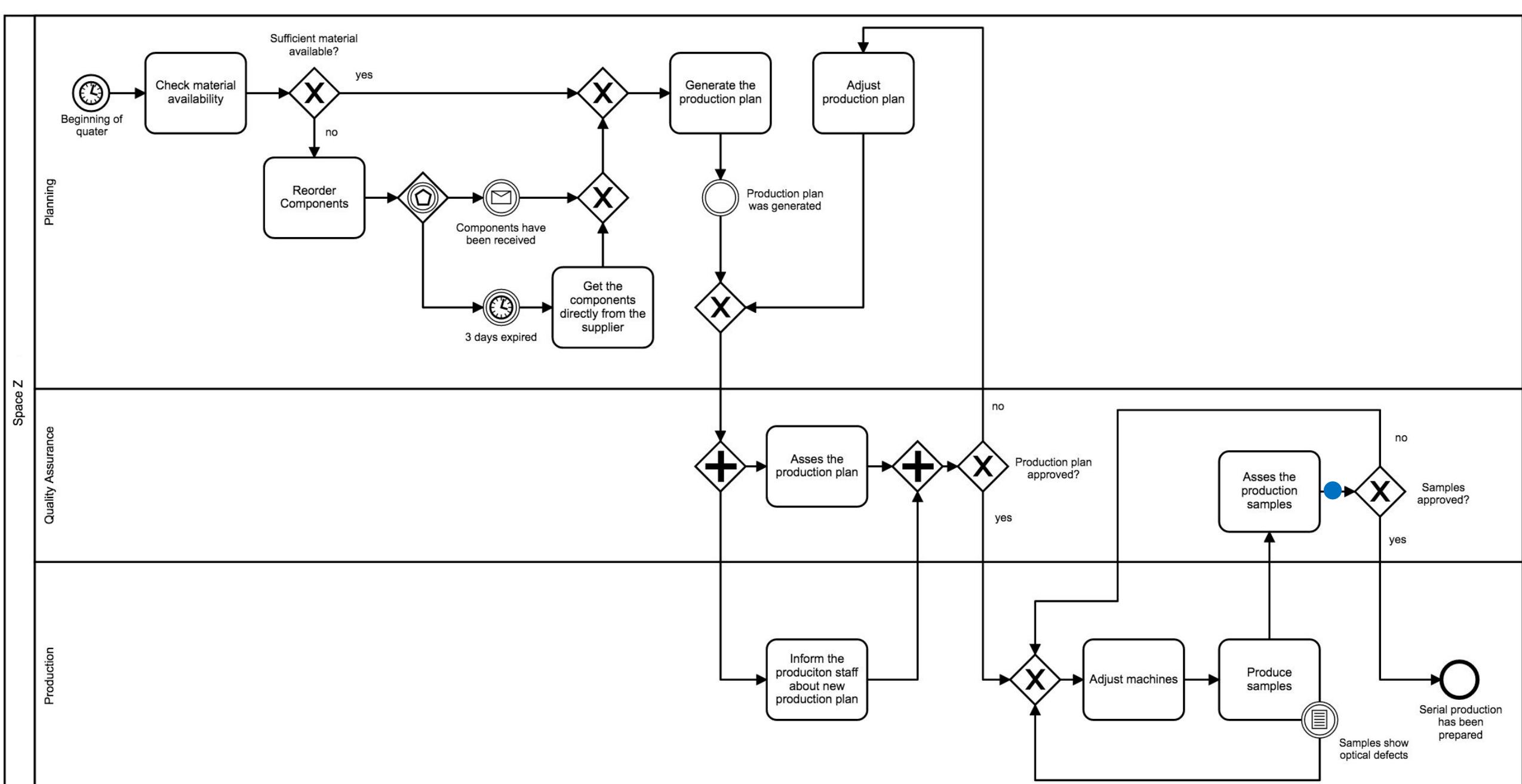


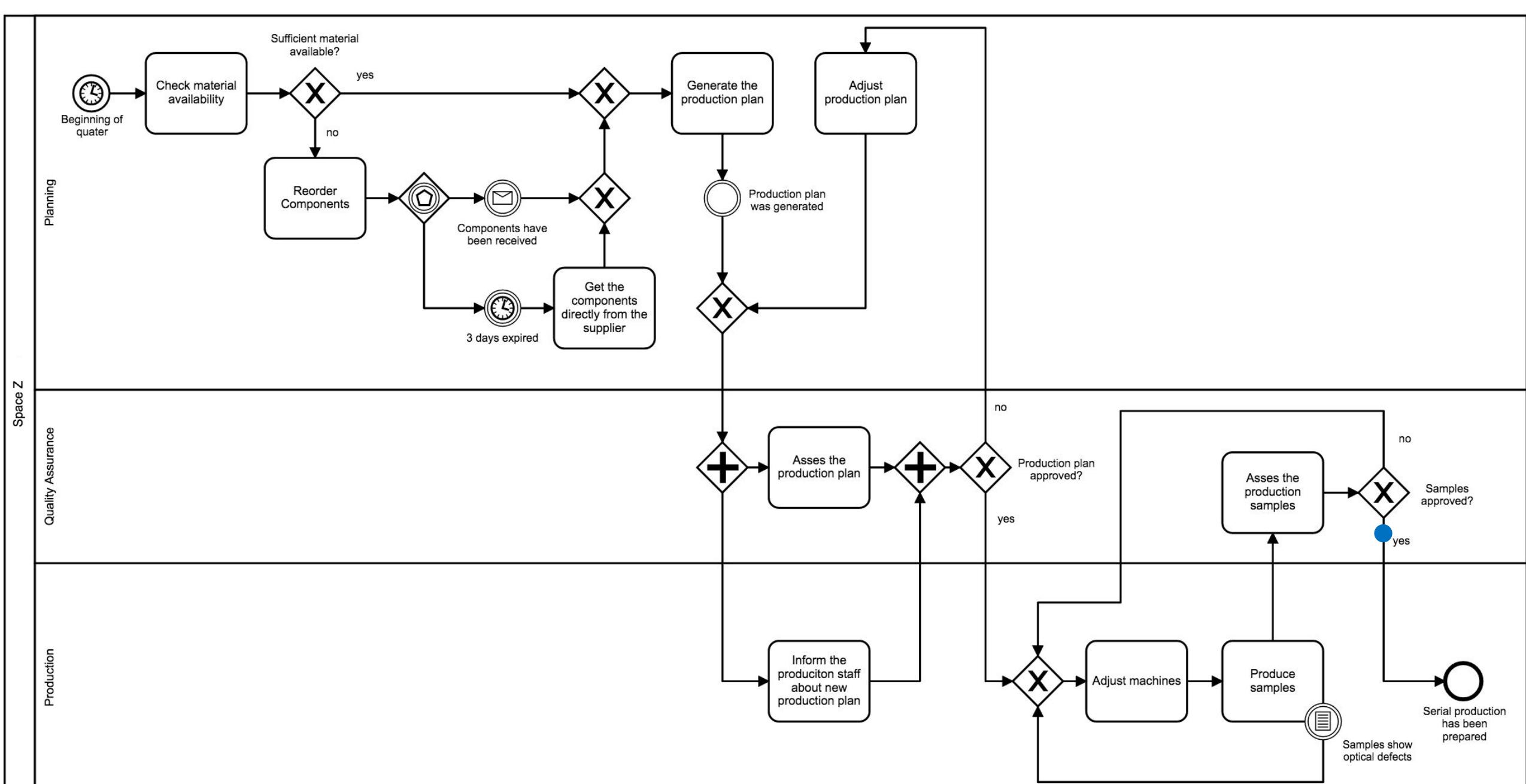


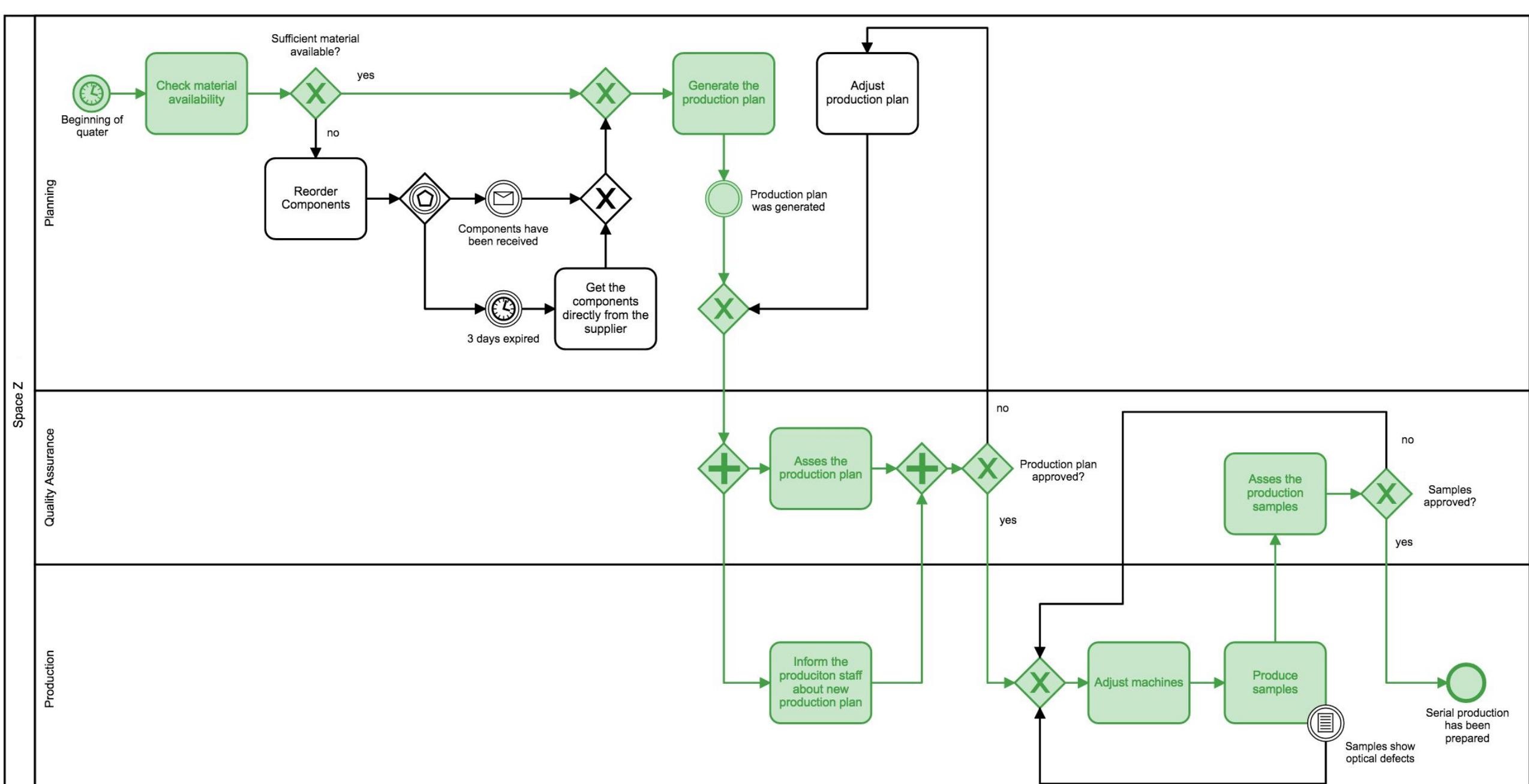




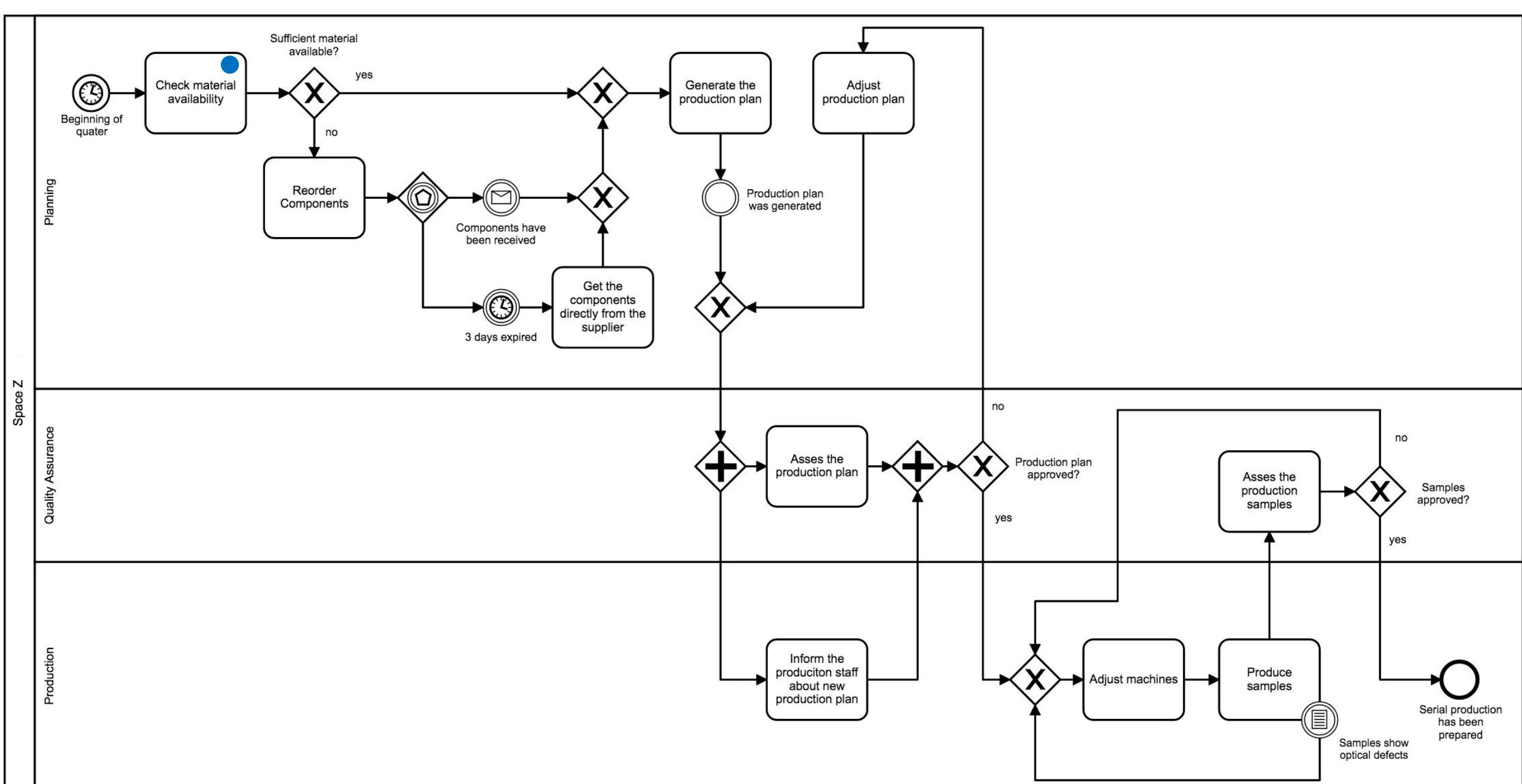


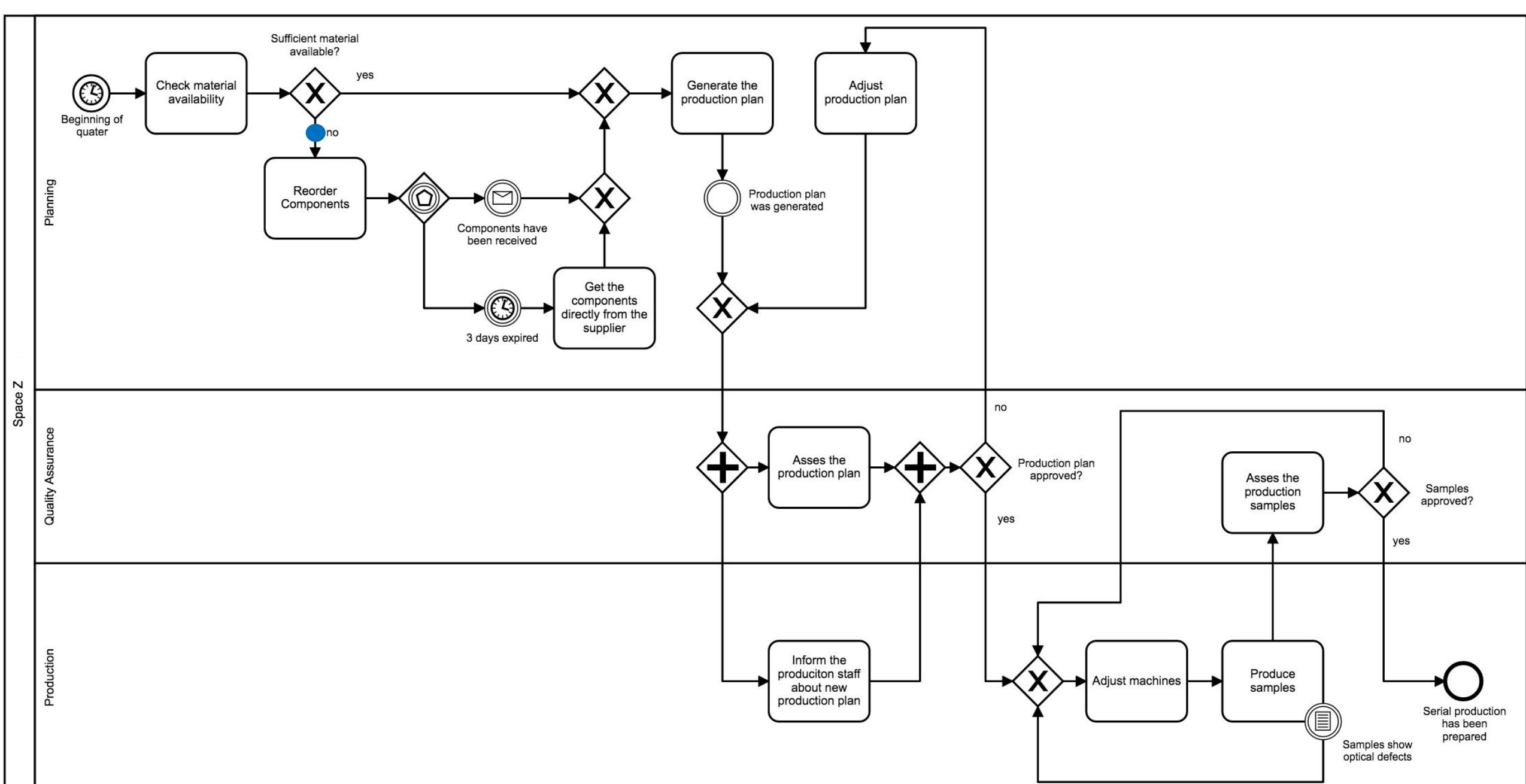


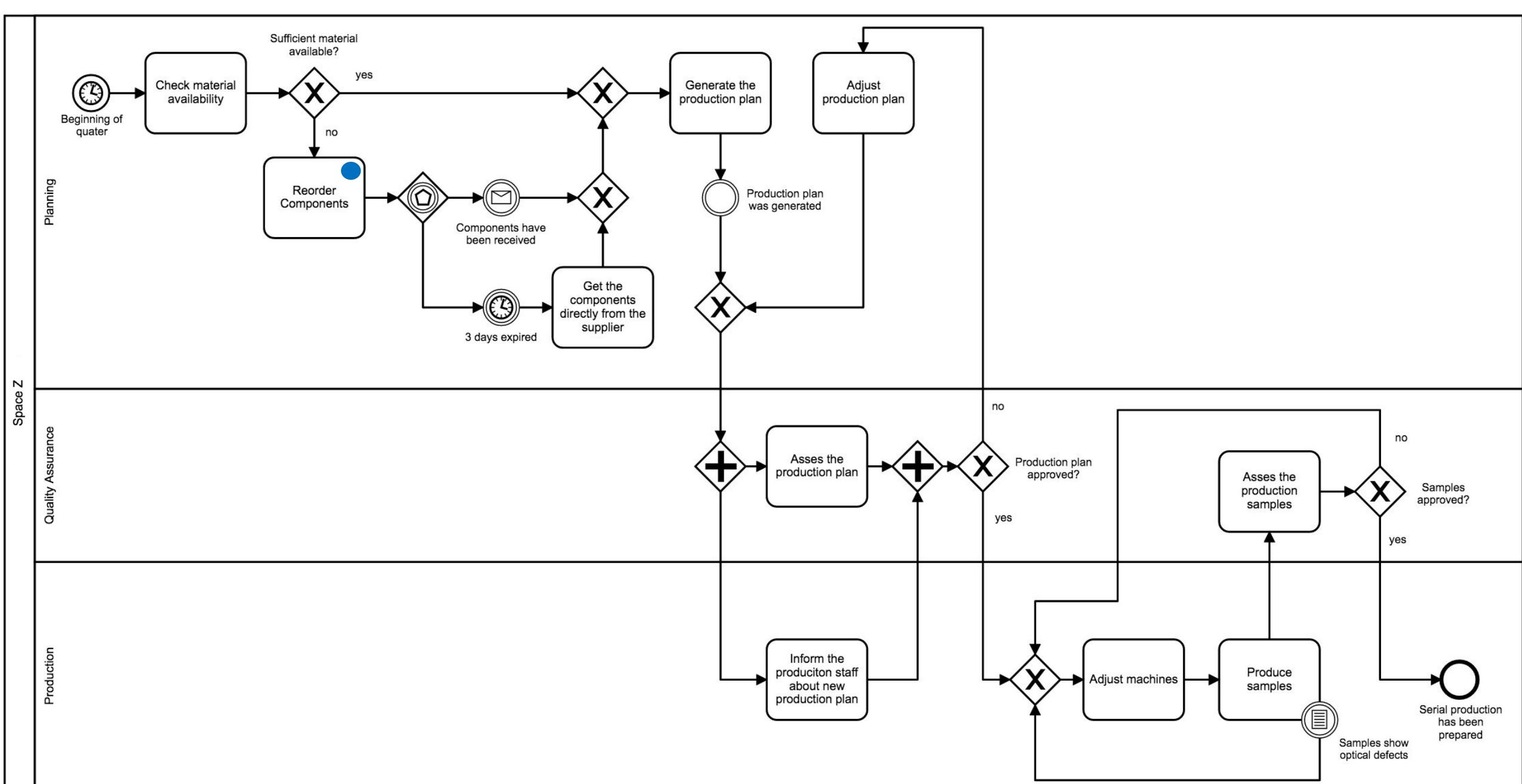


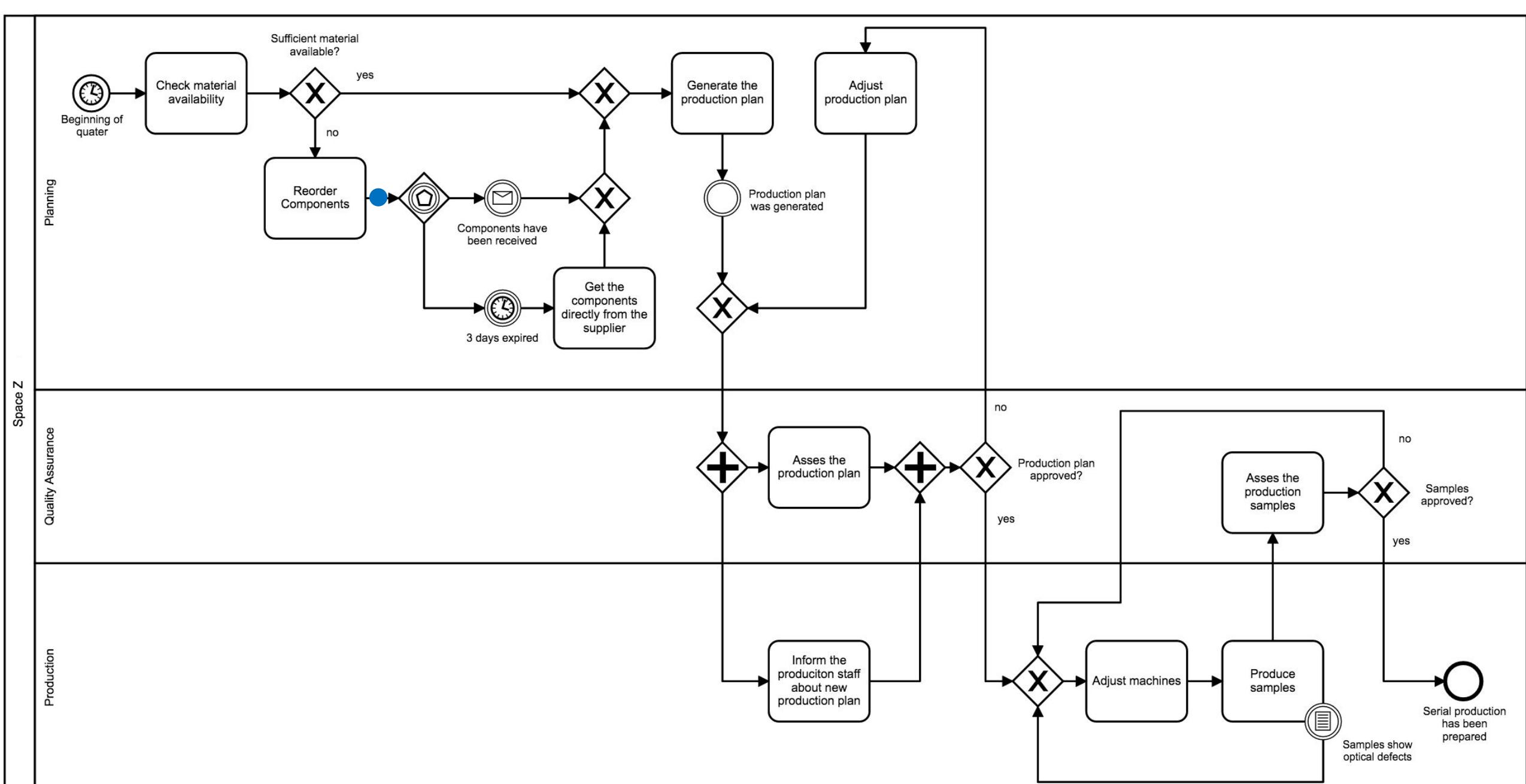


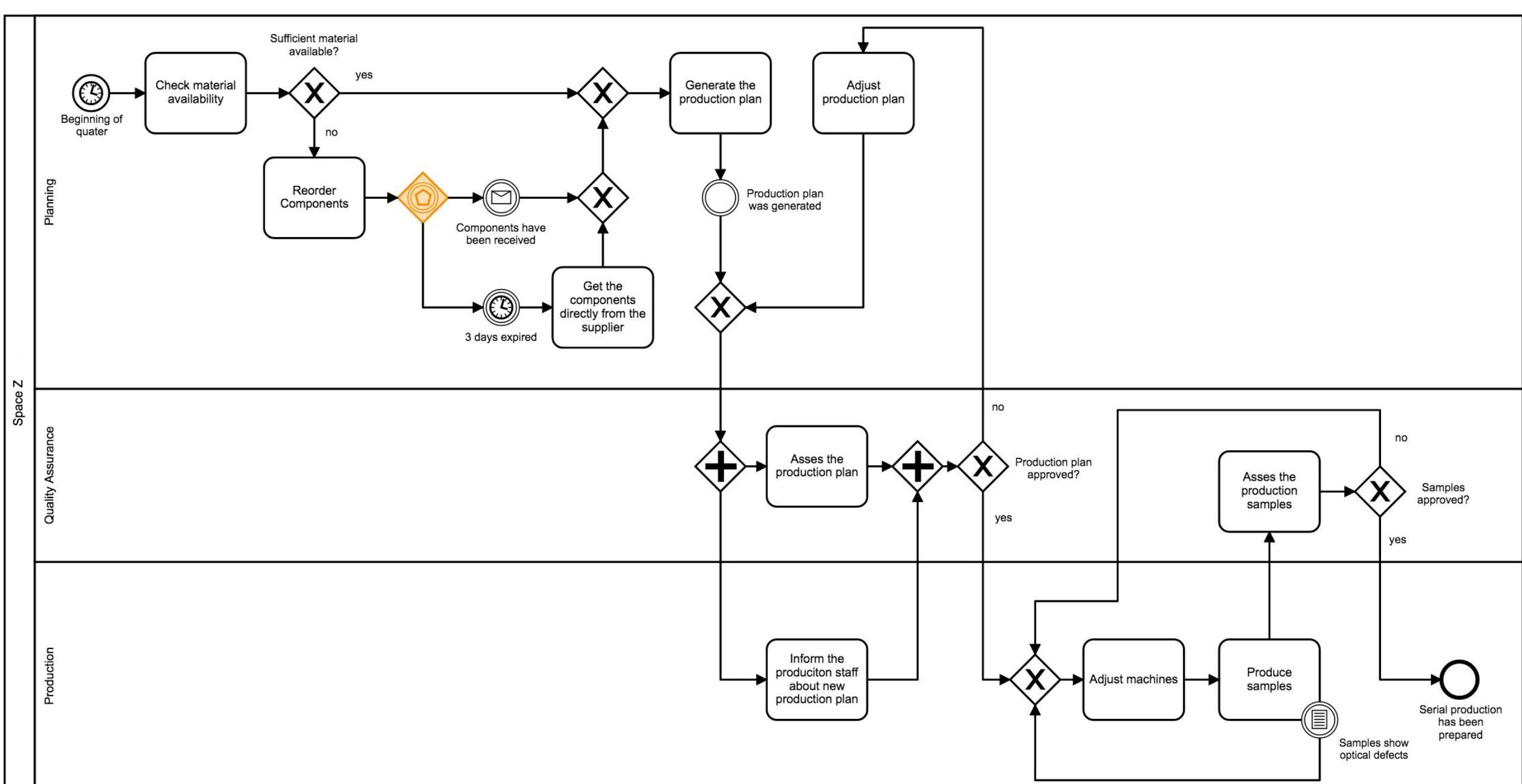
What if the required raw material is not available?

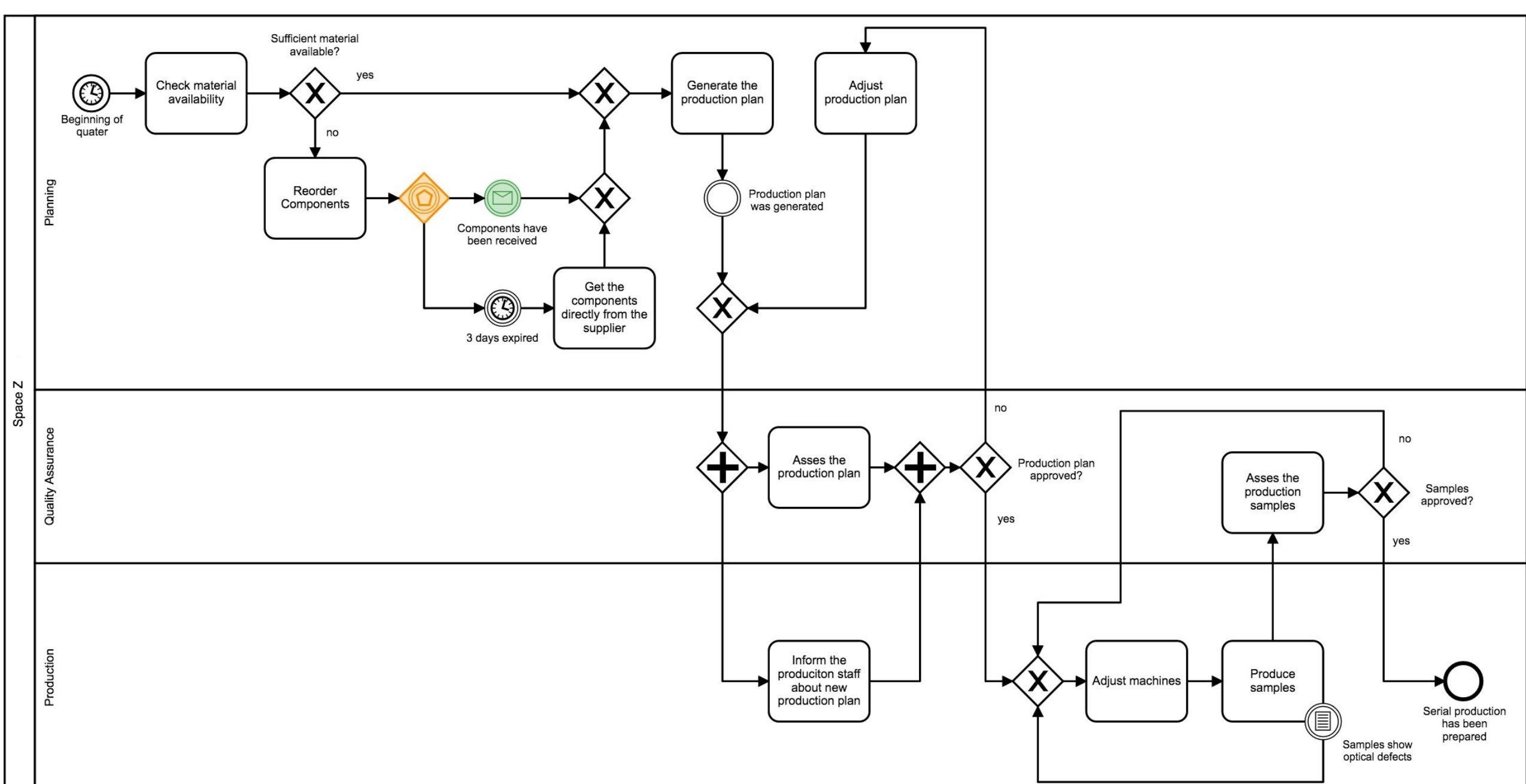


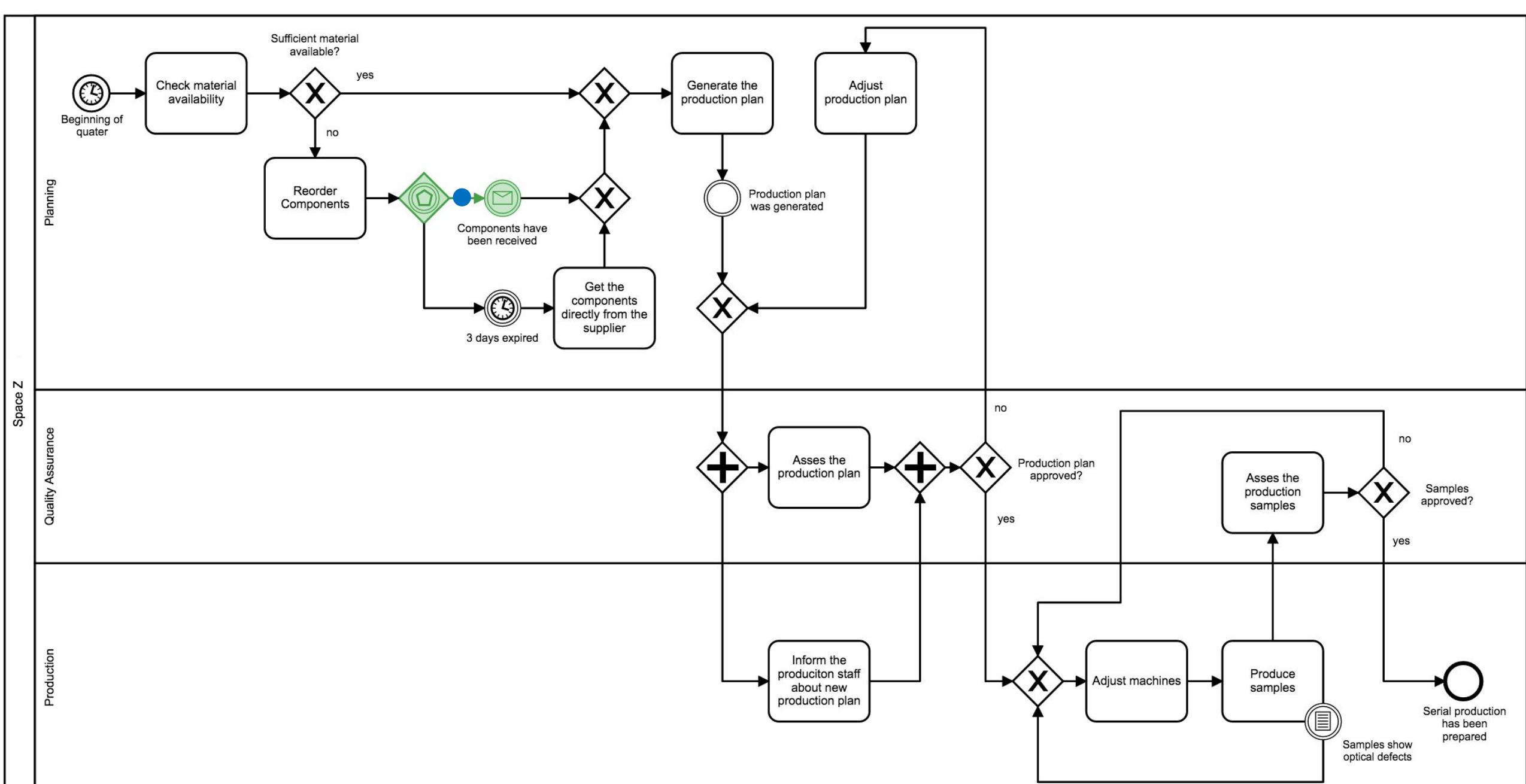


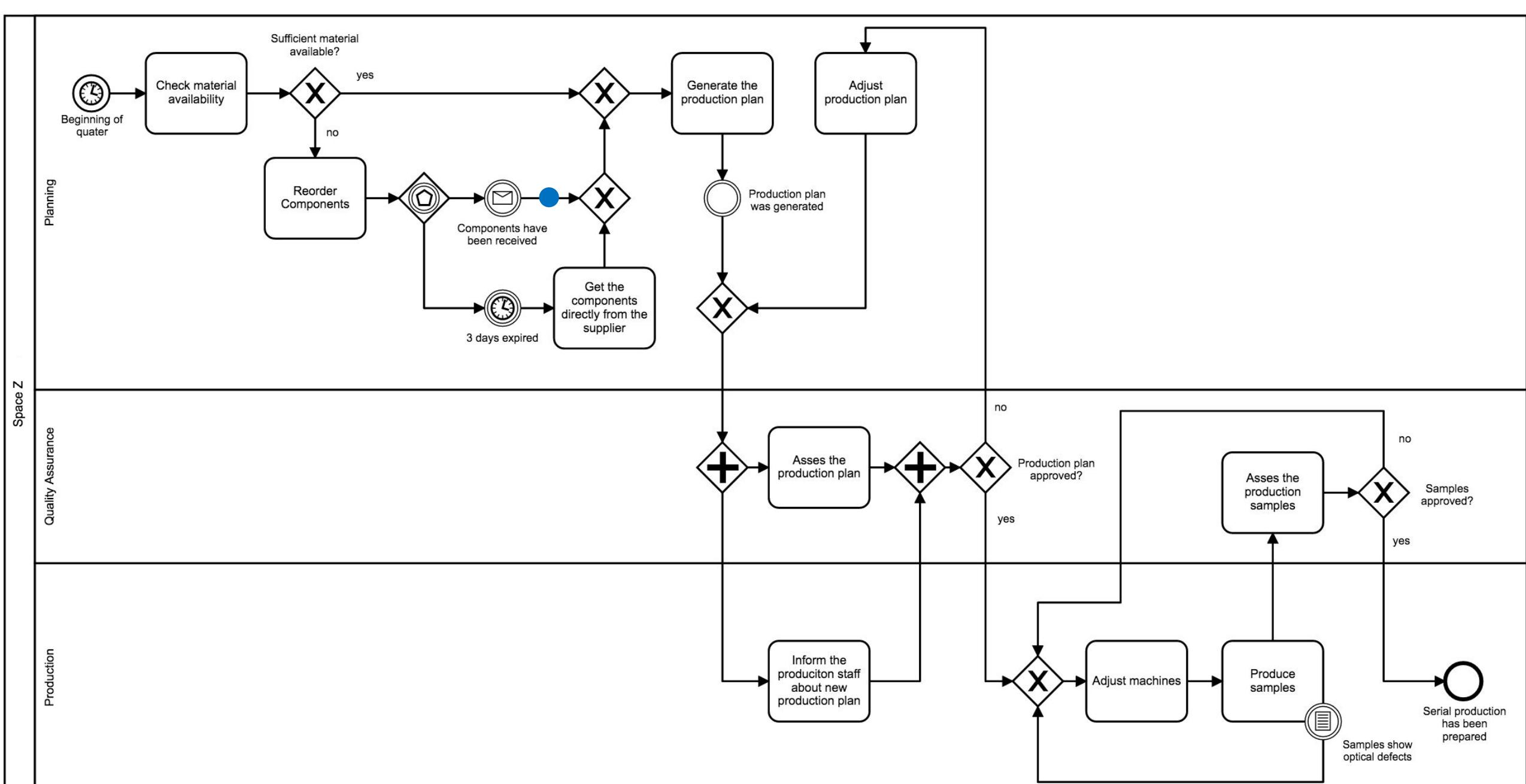


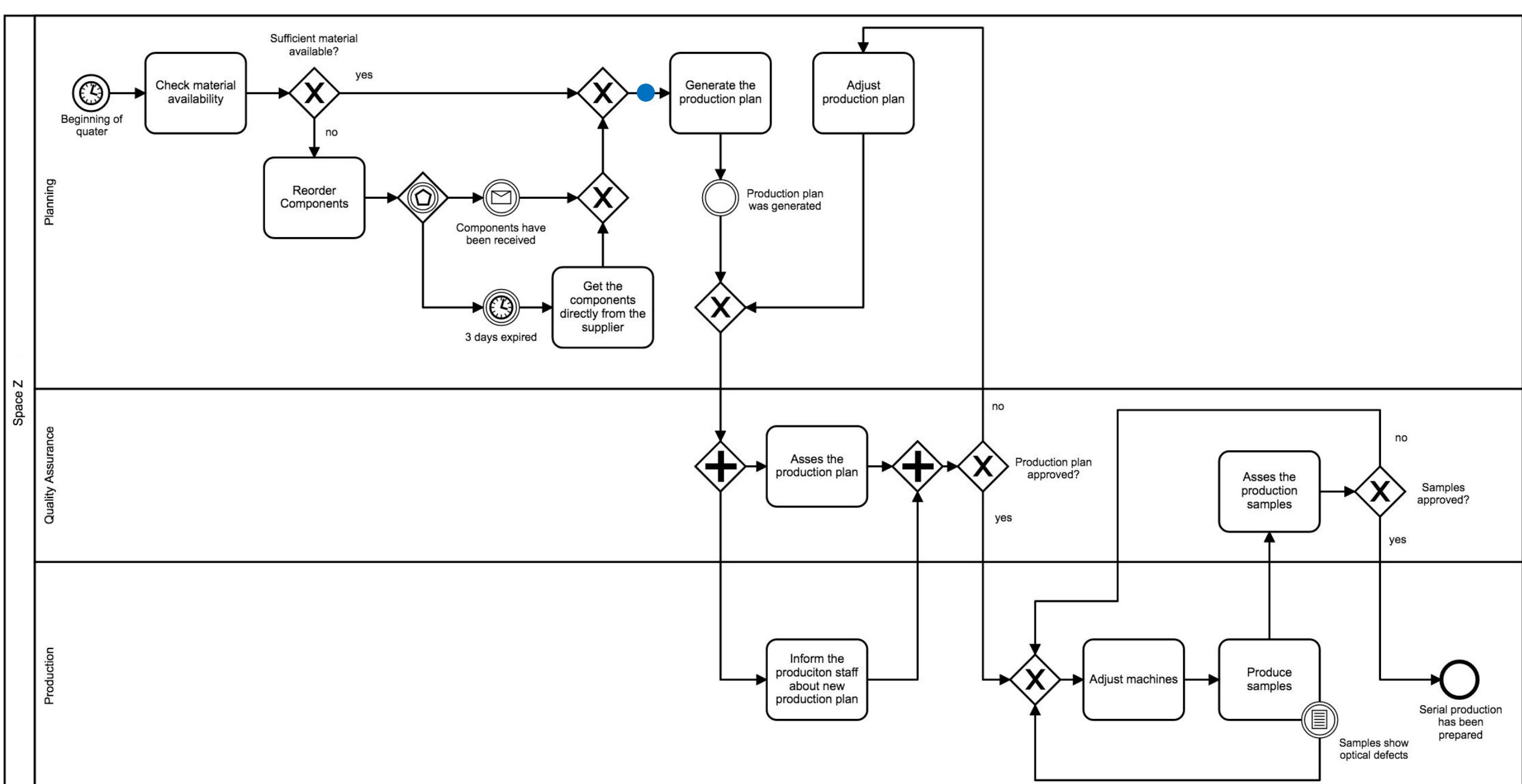




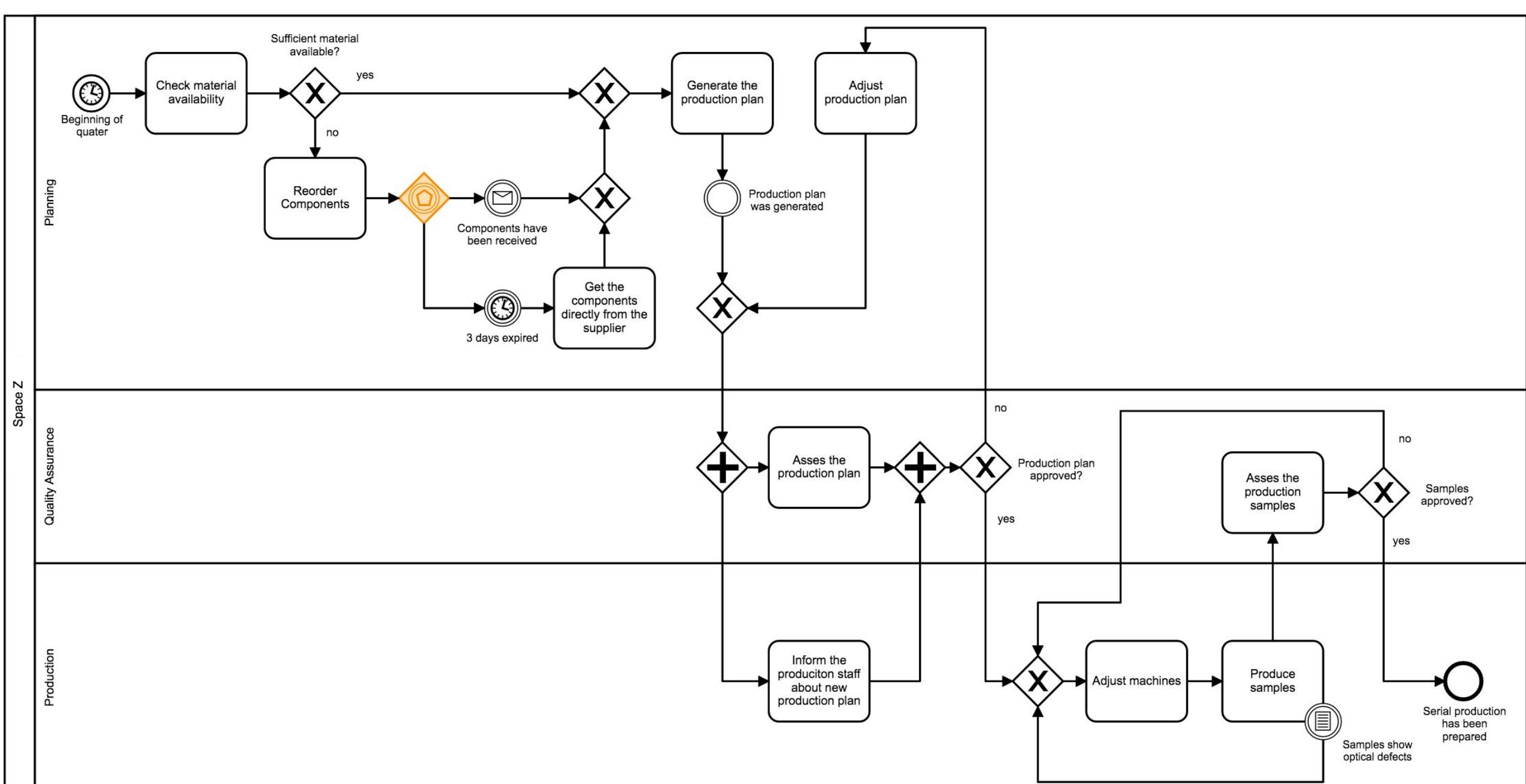


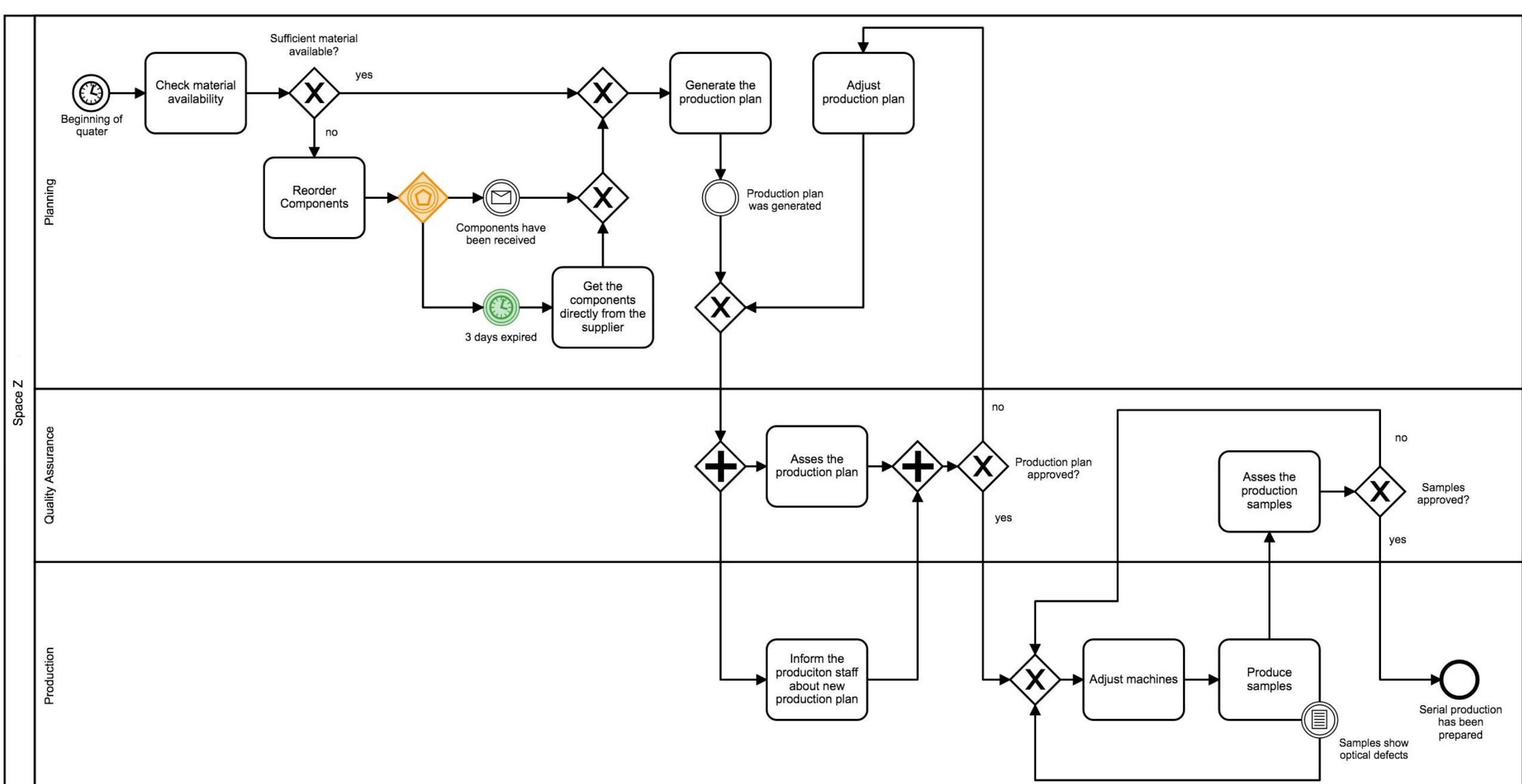


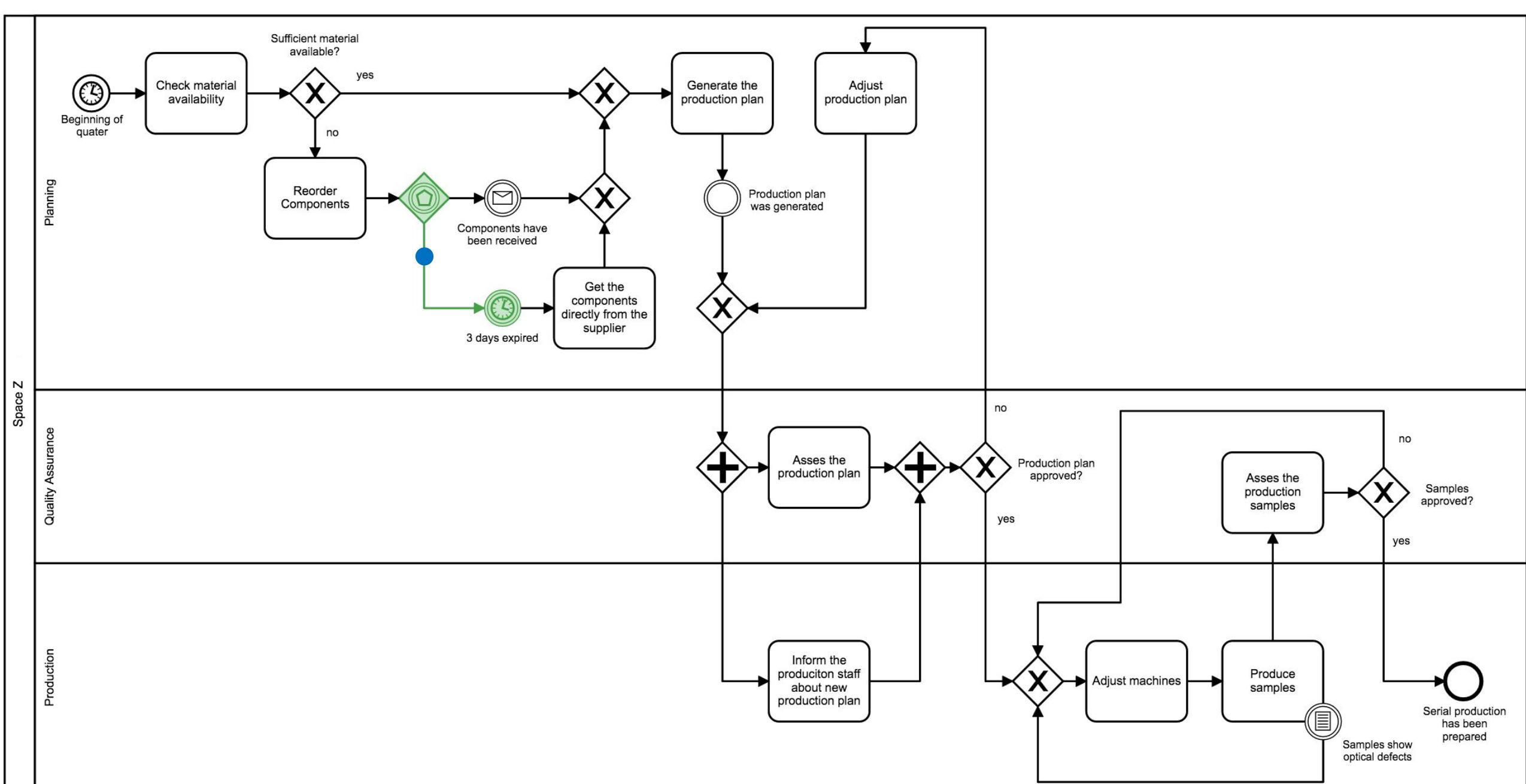


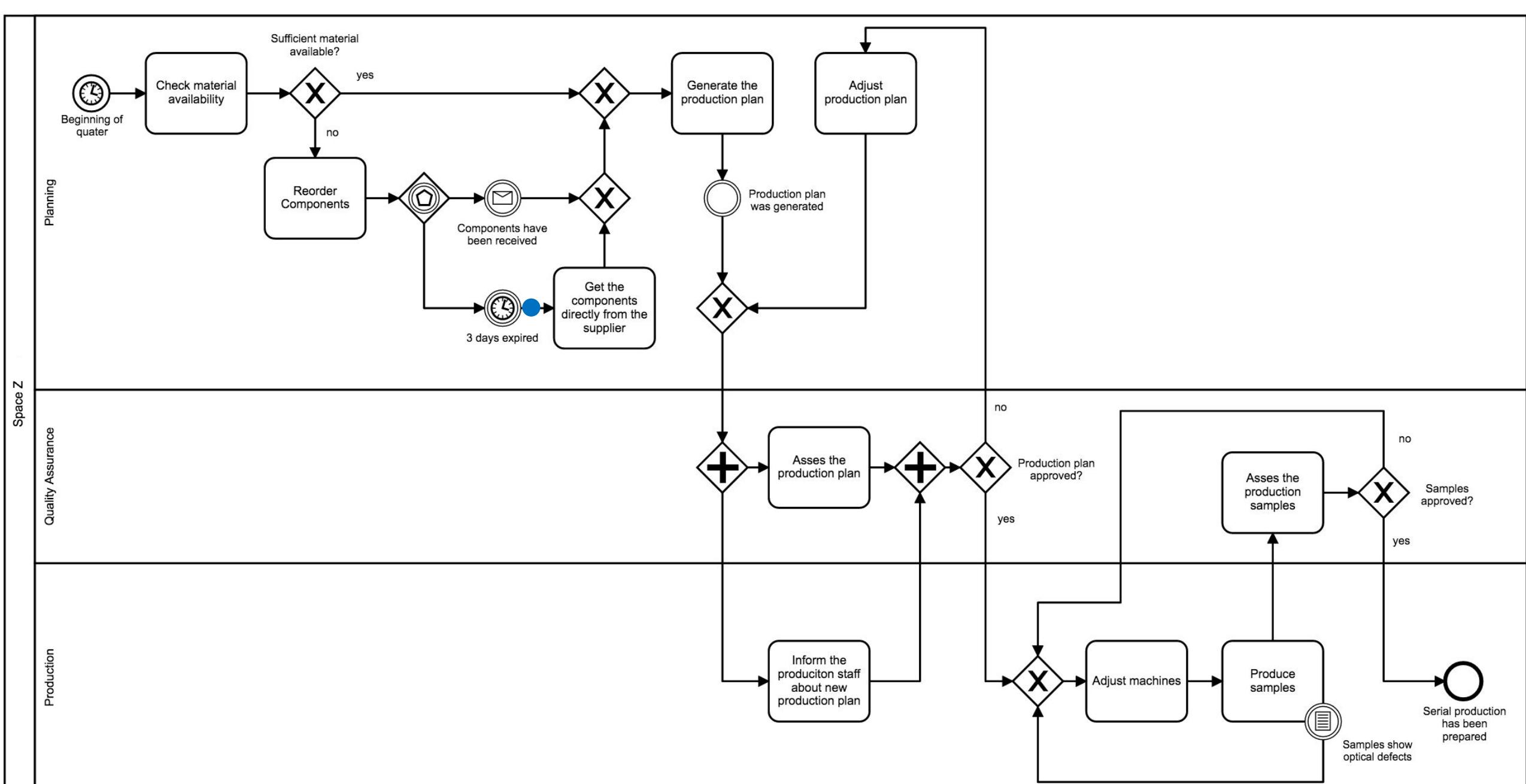


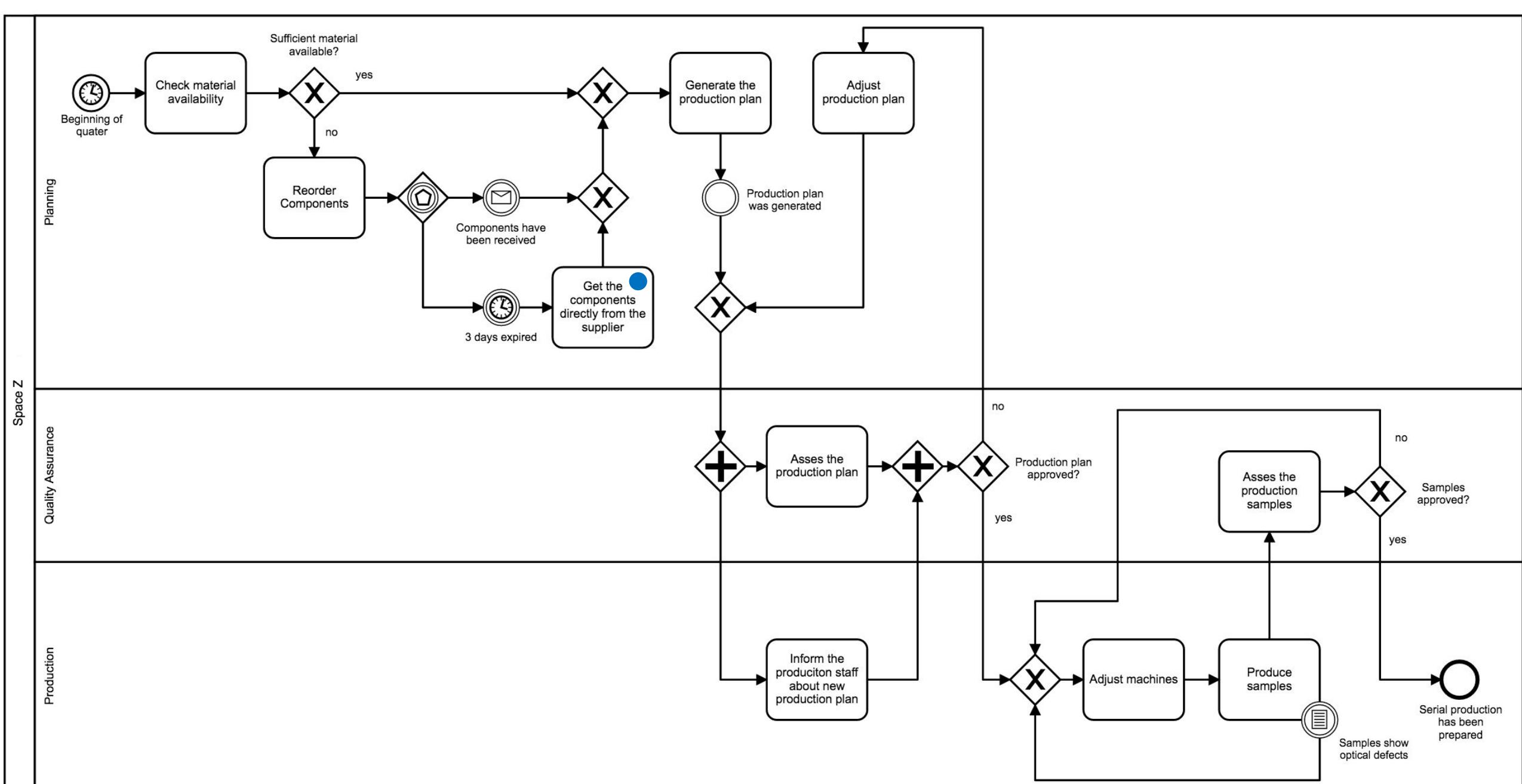
What happens if the components do not arrive?

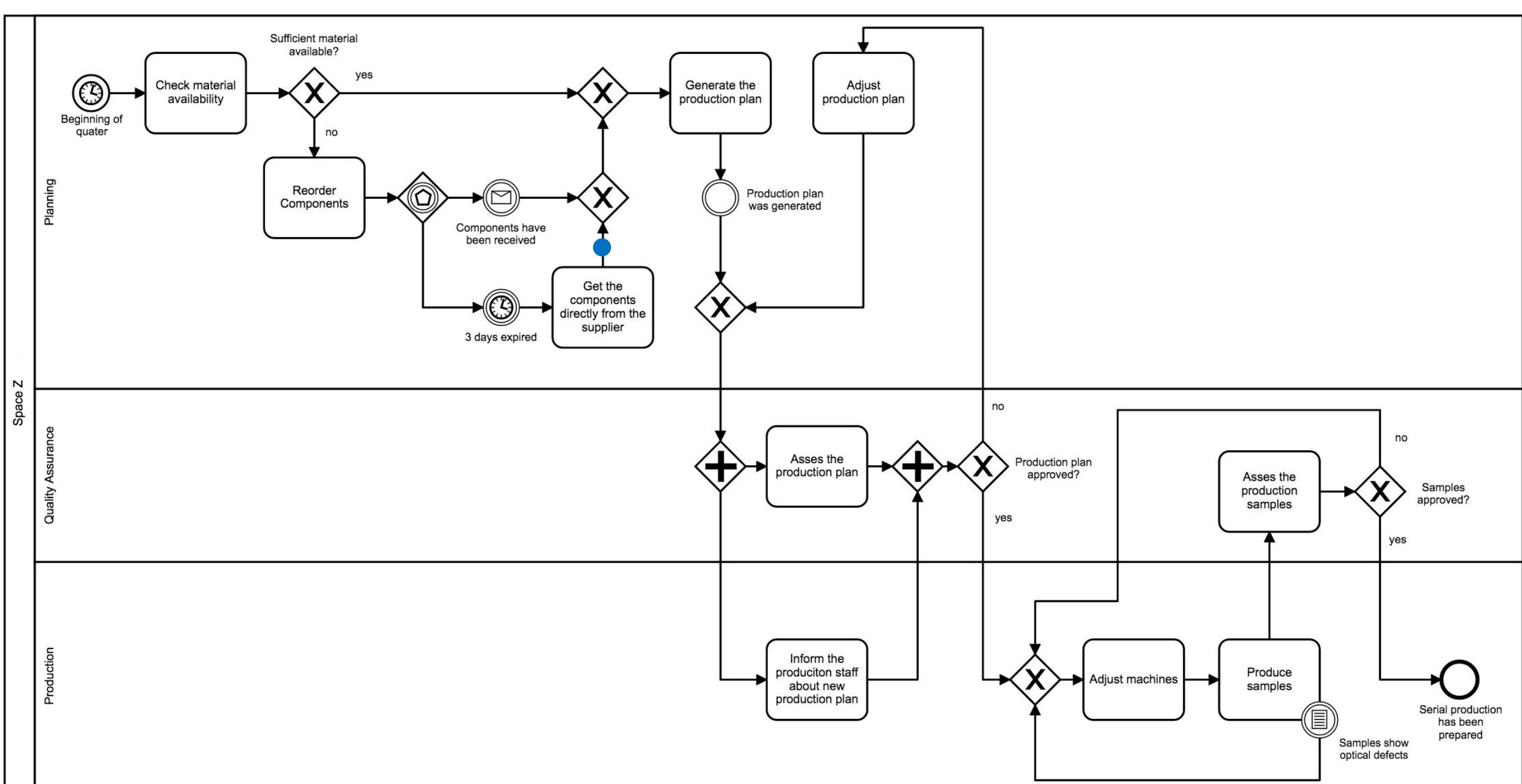


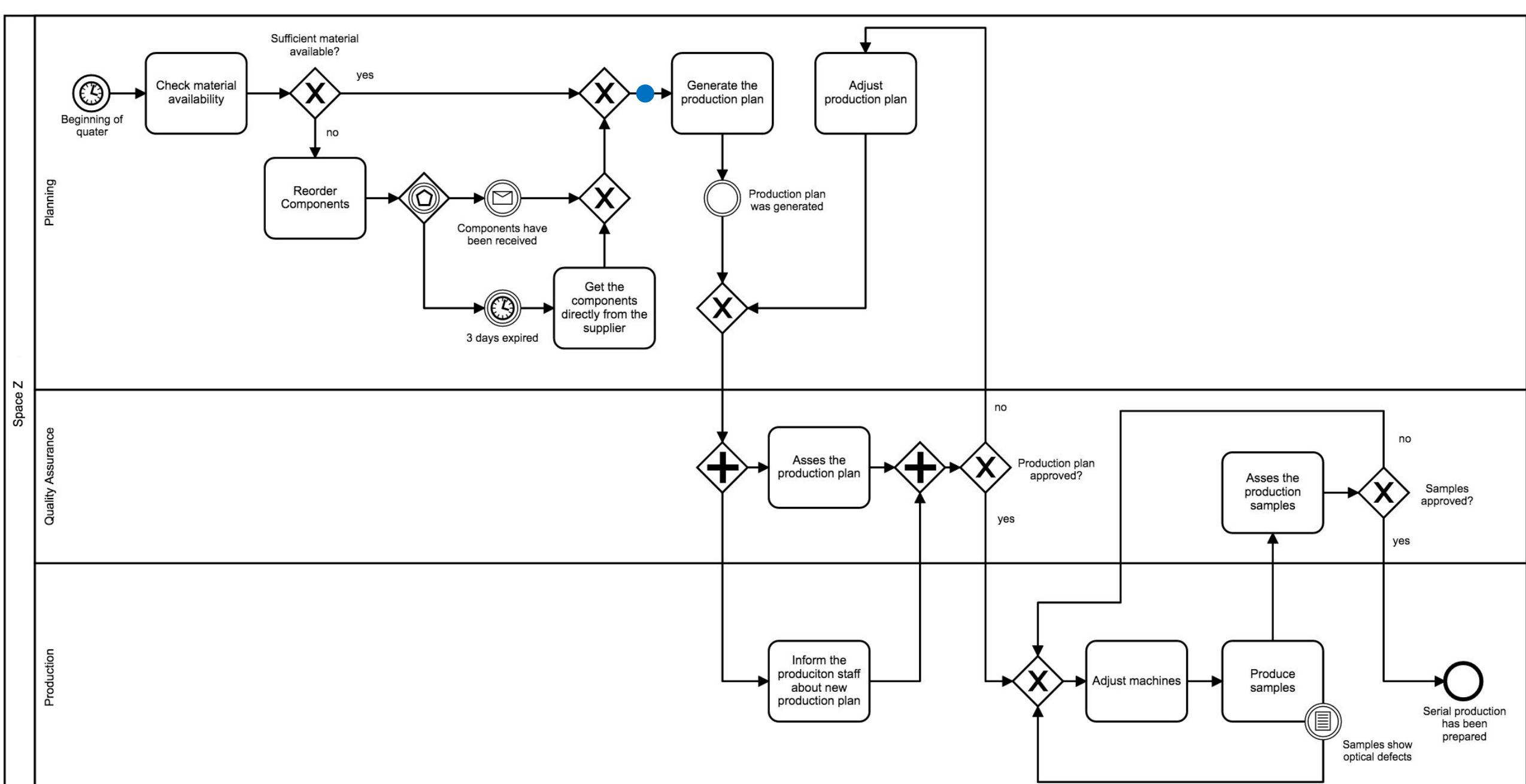




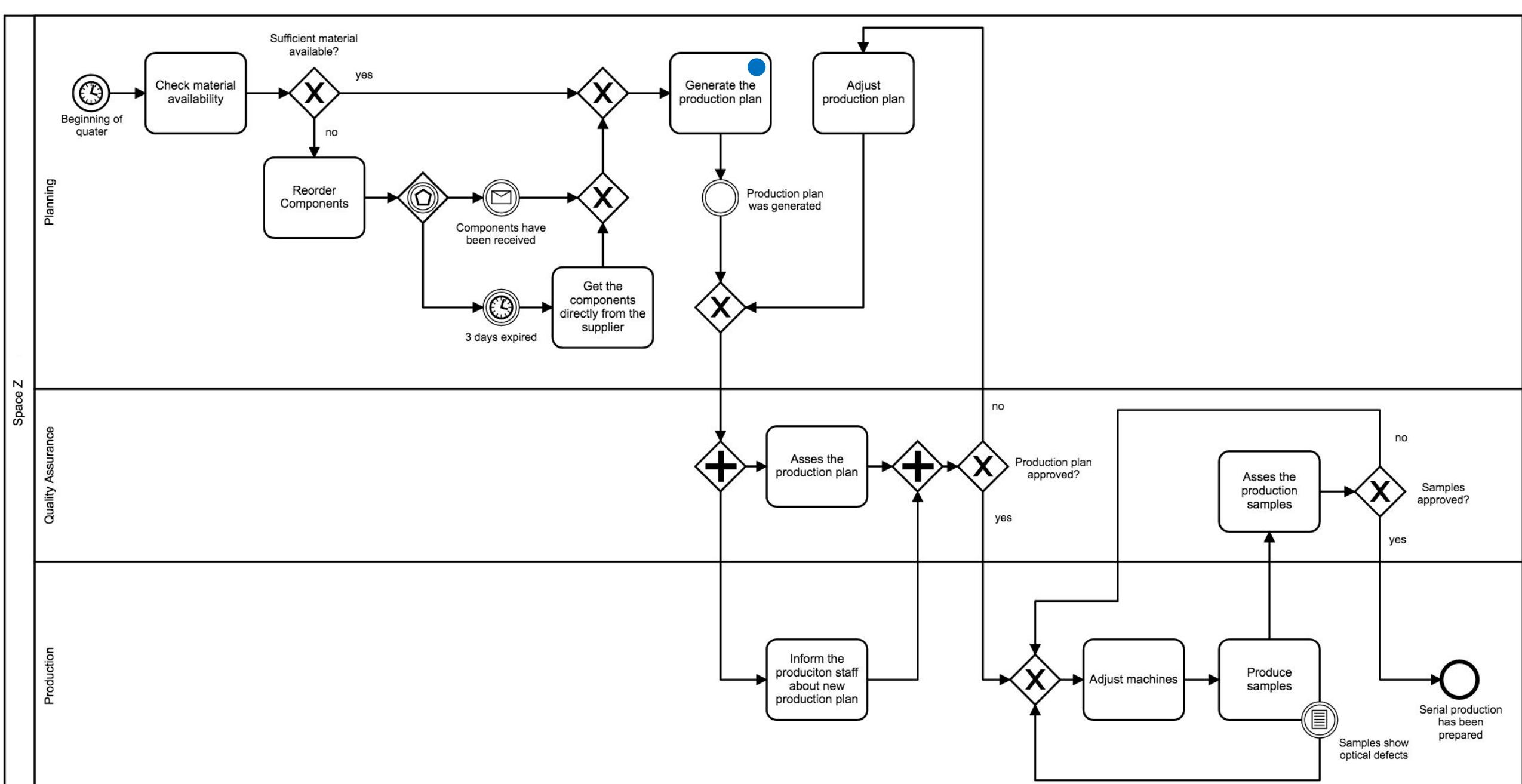


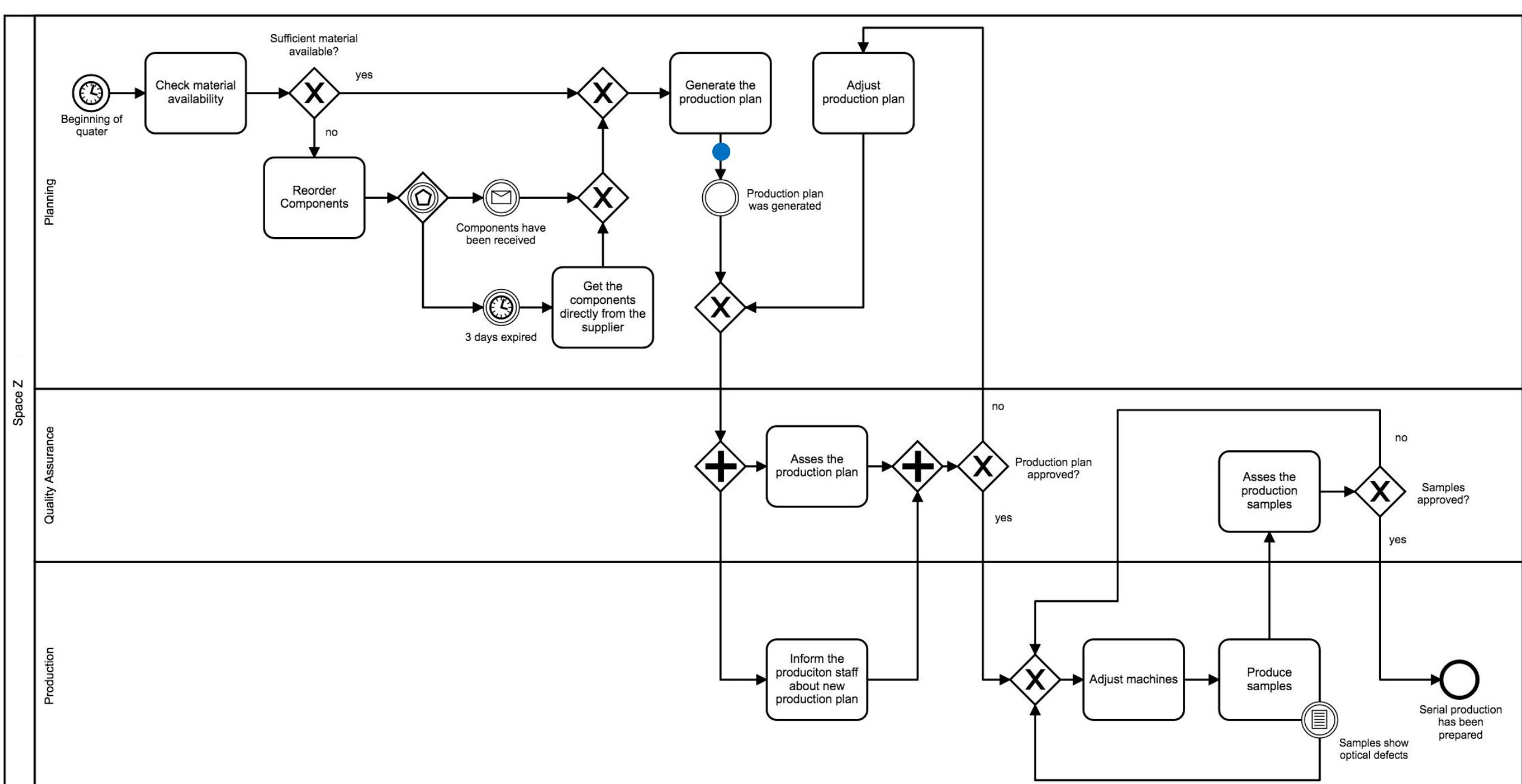


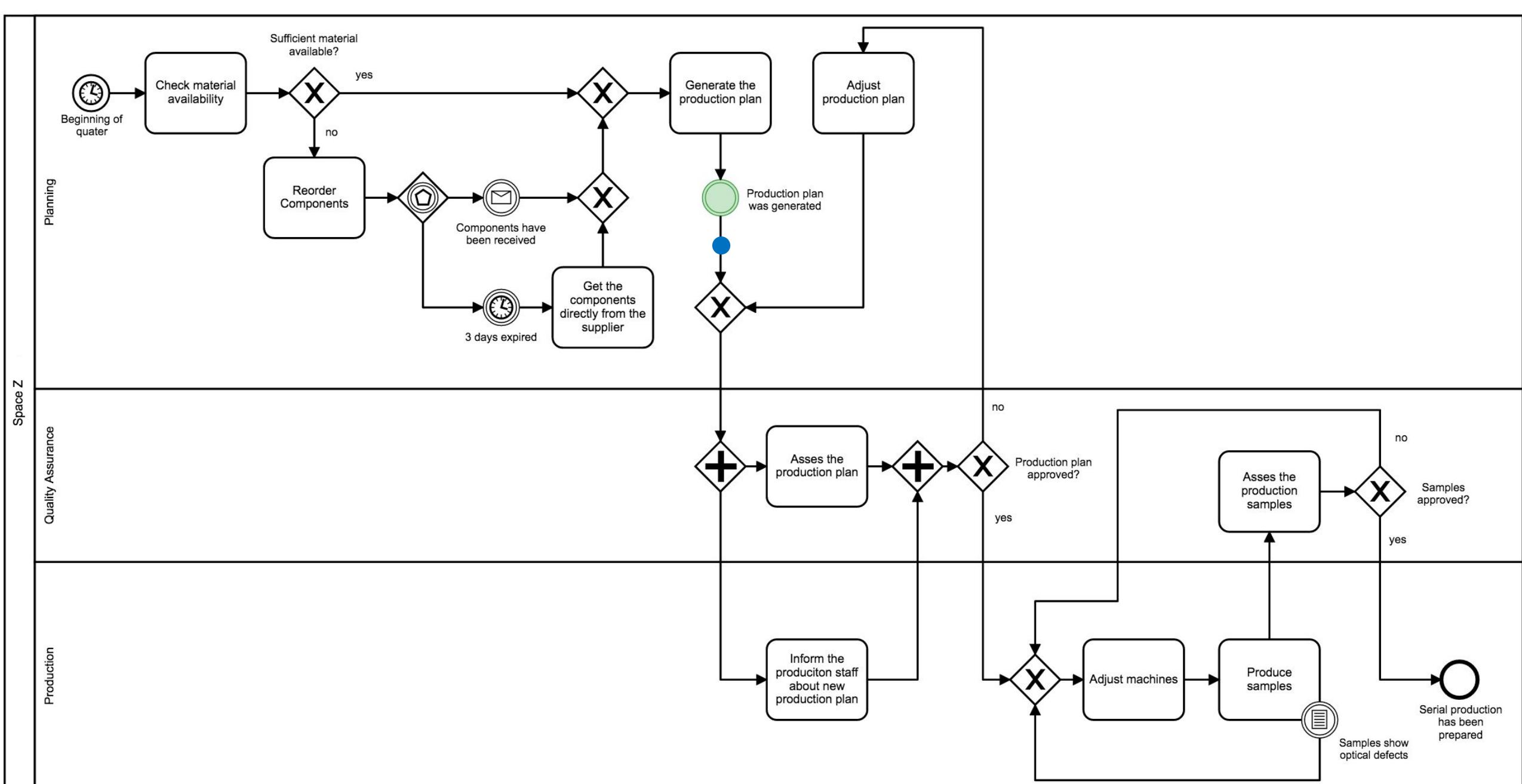


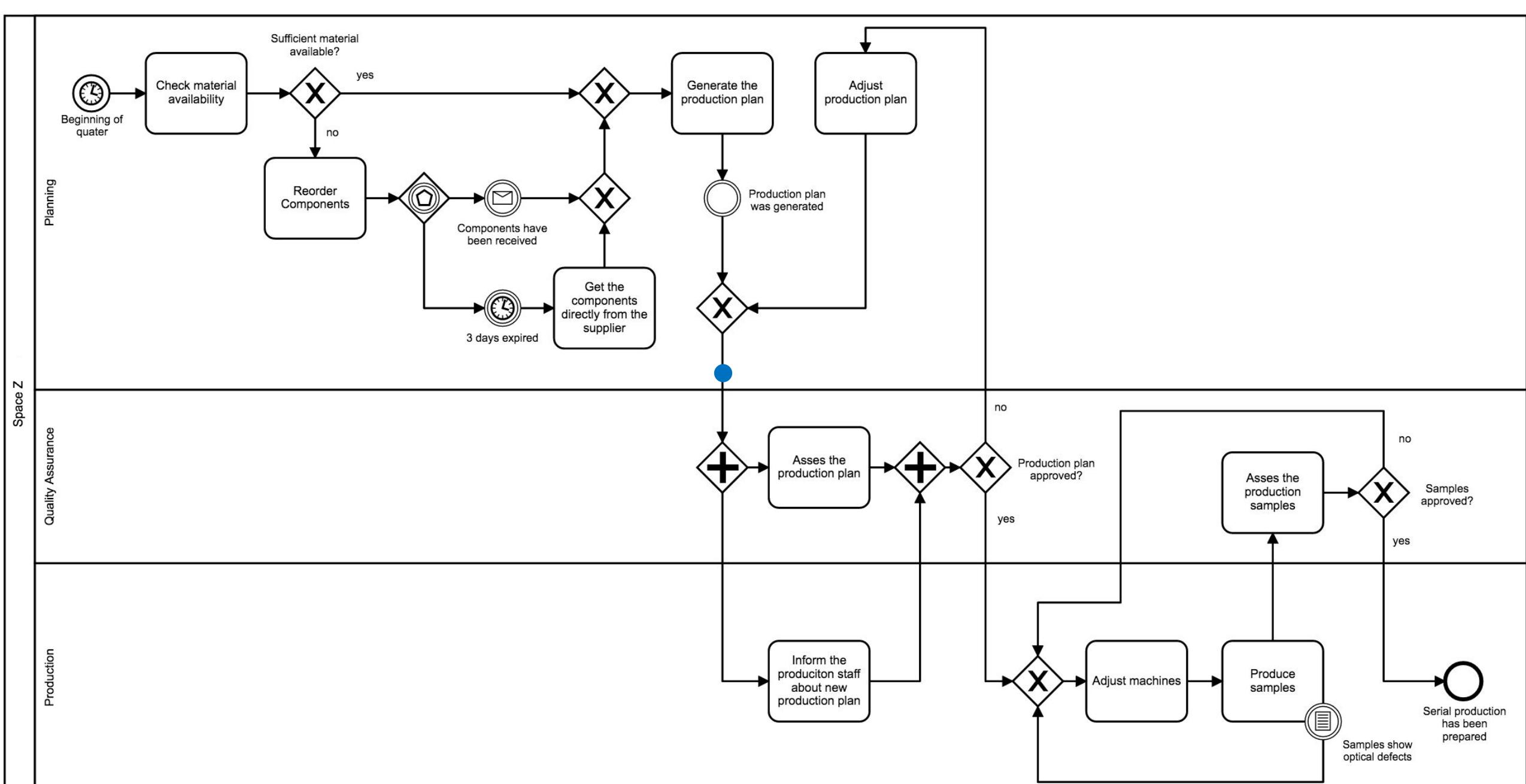


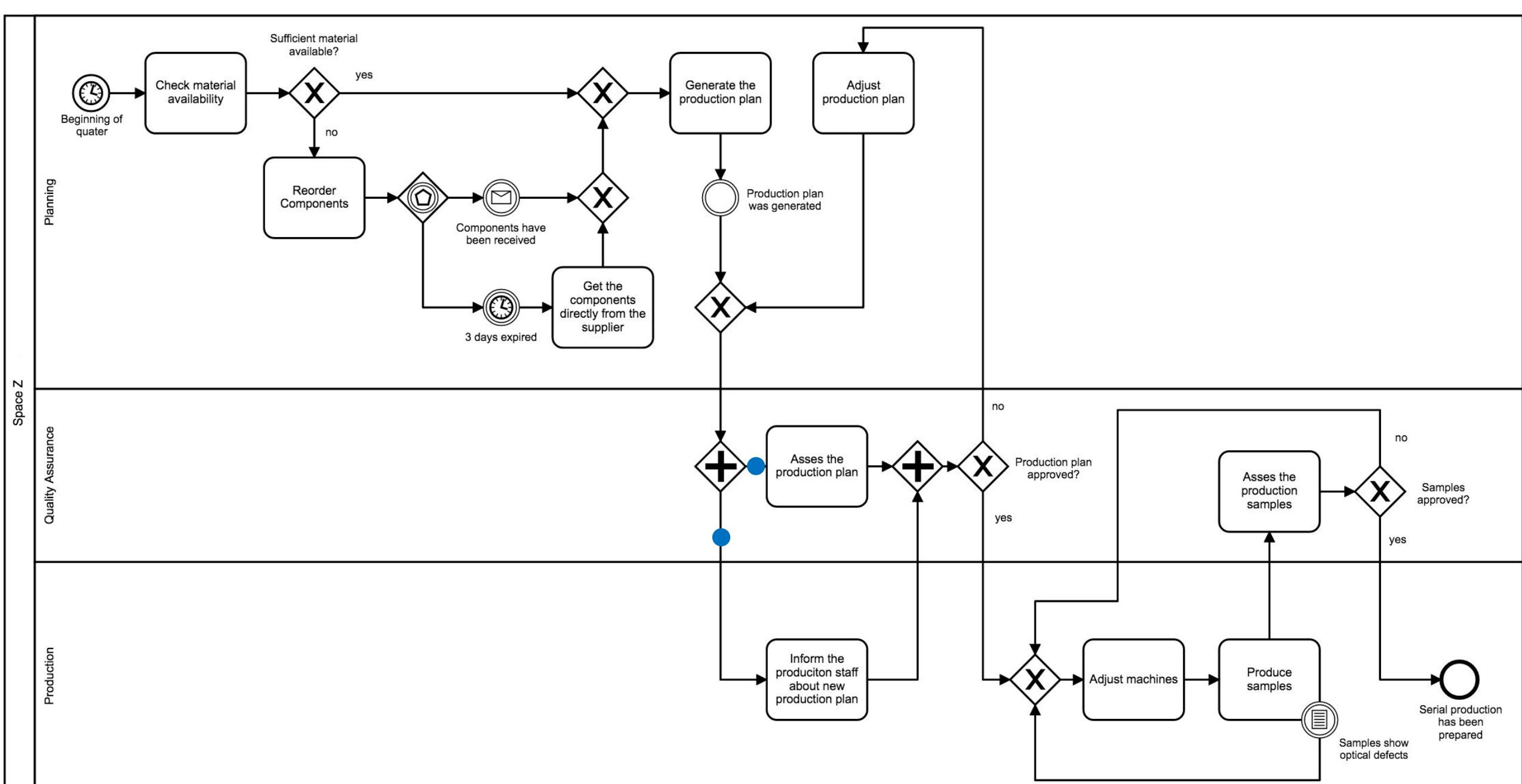
process camp

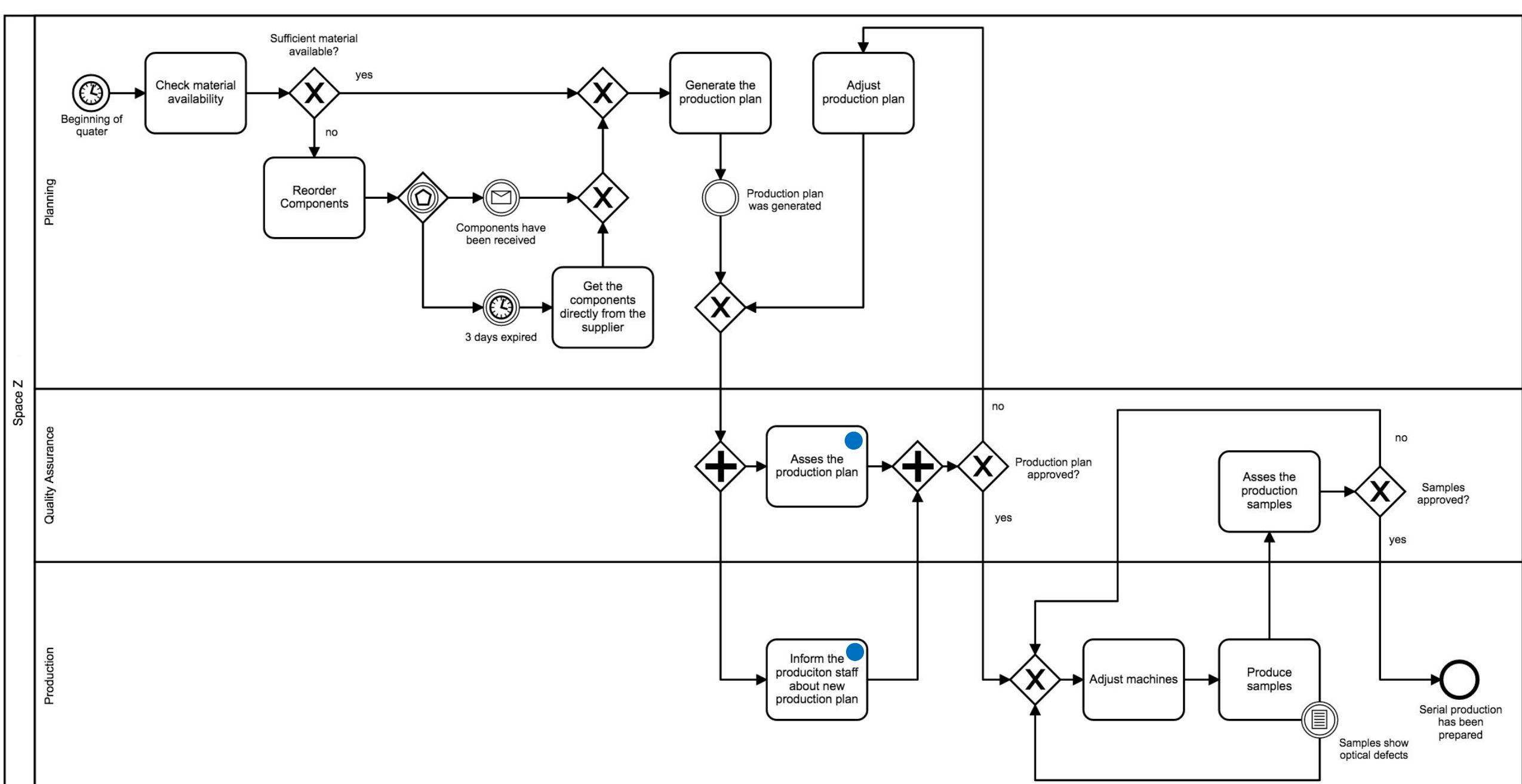


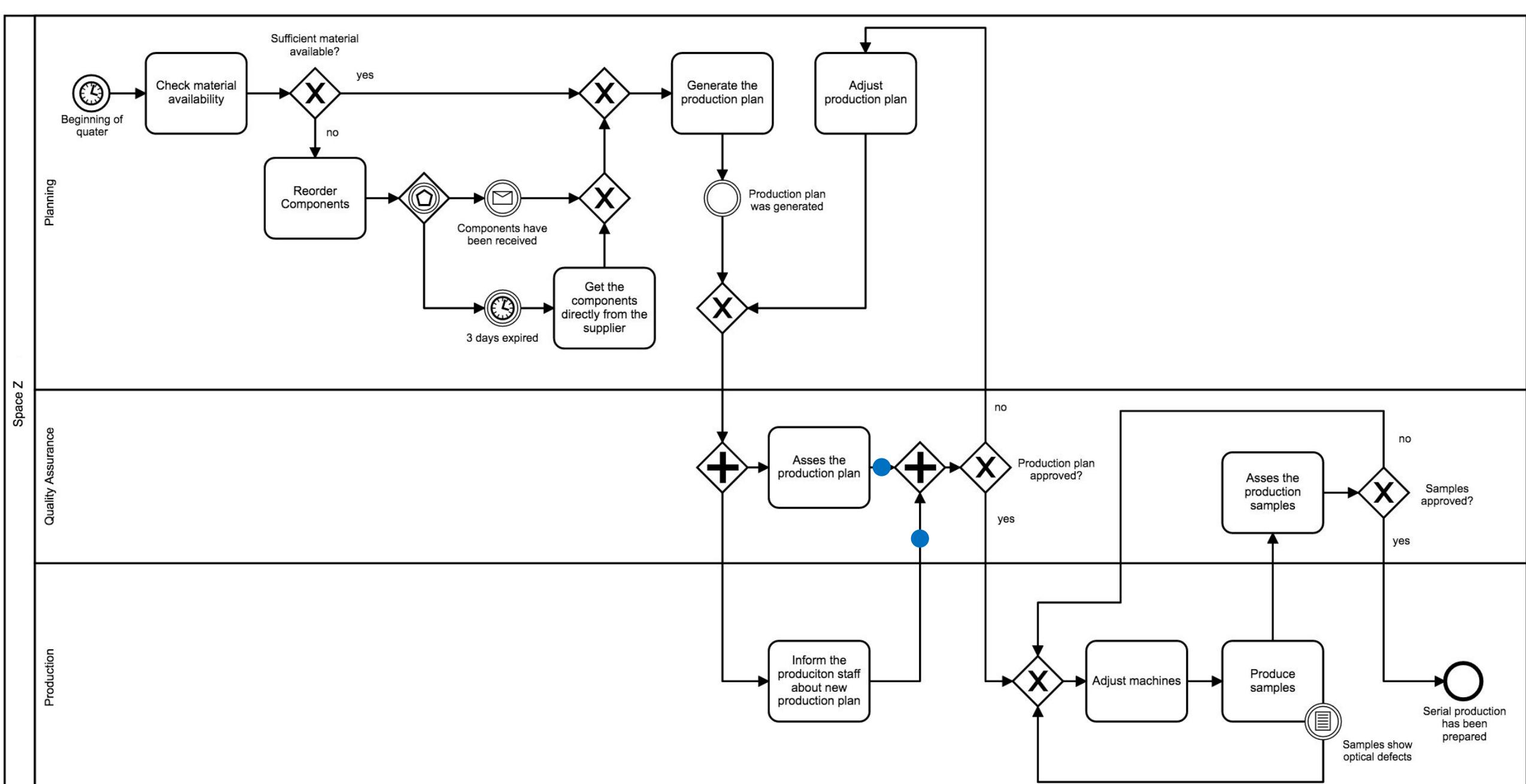


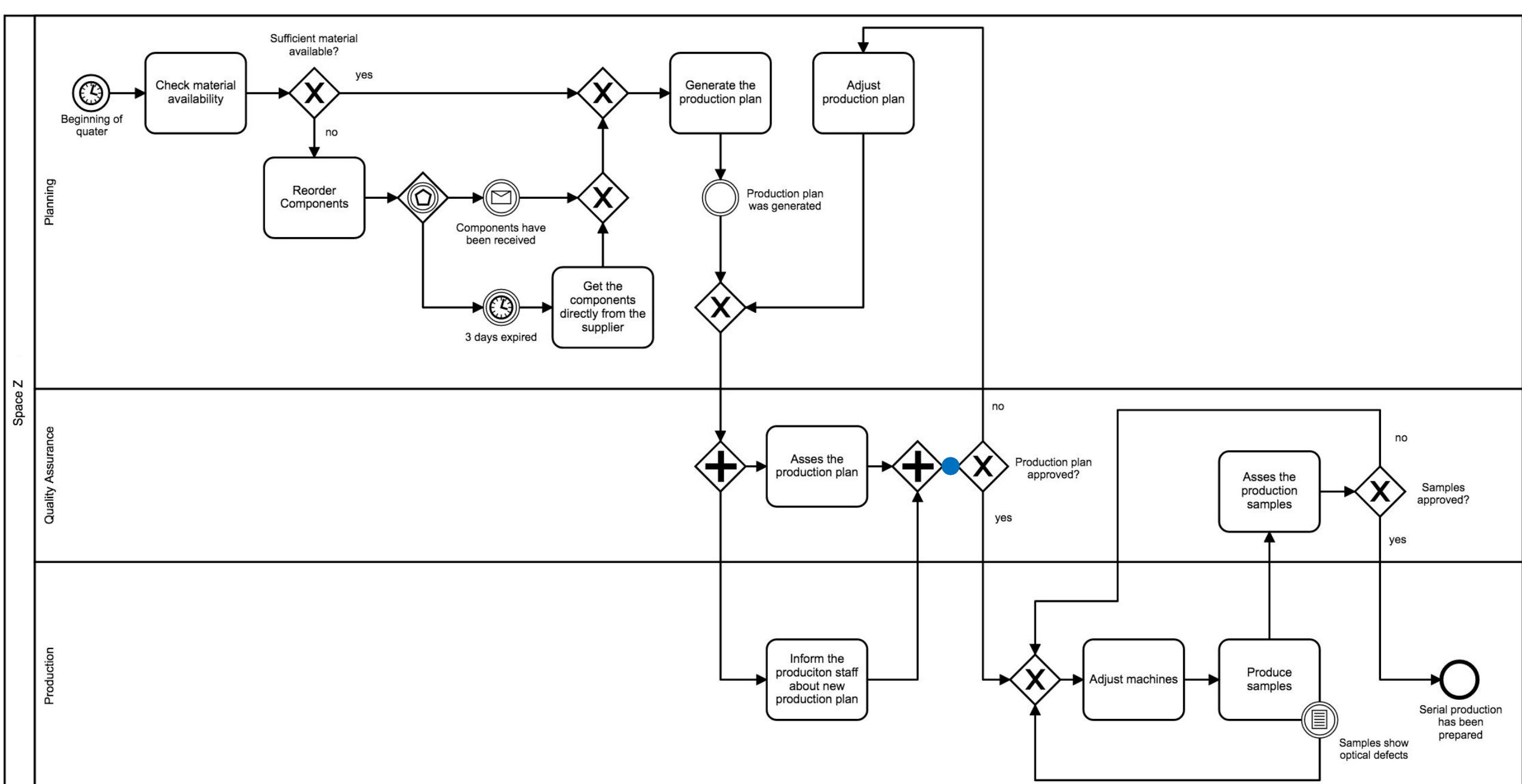




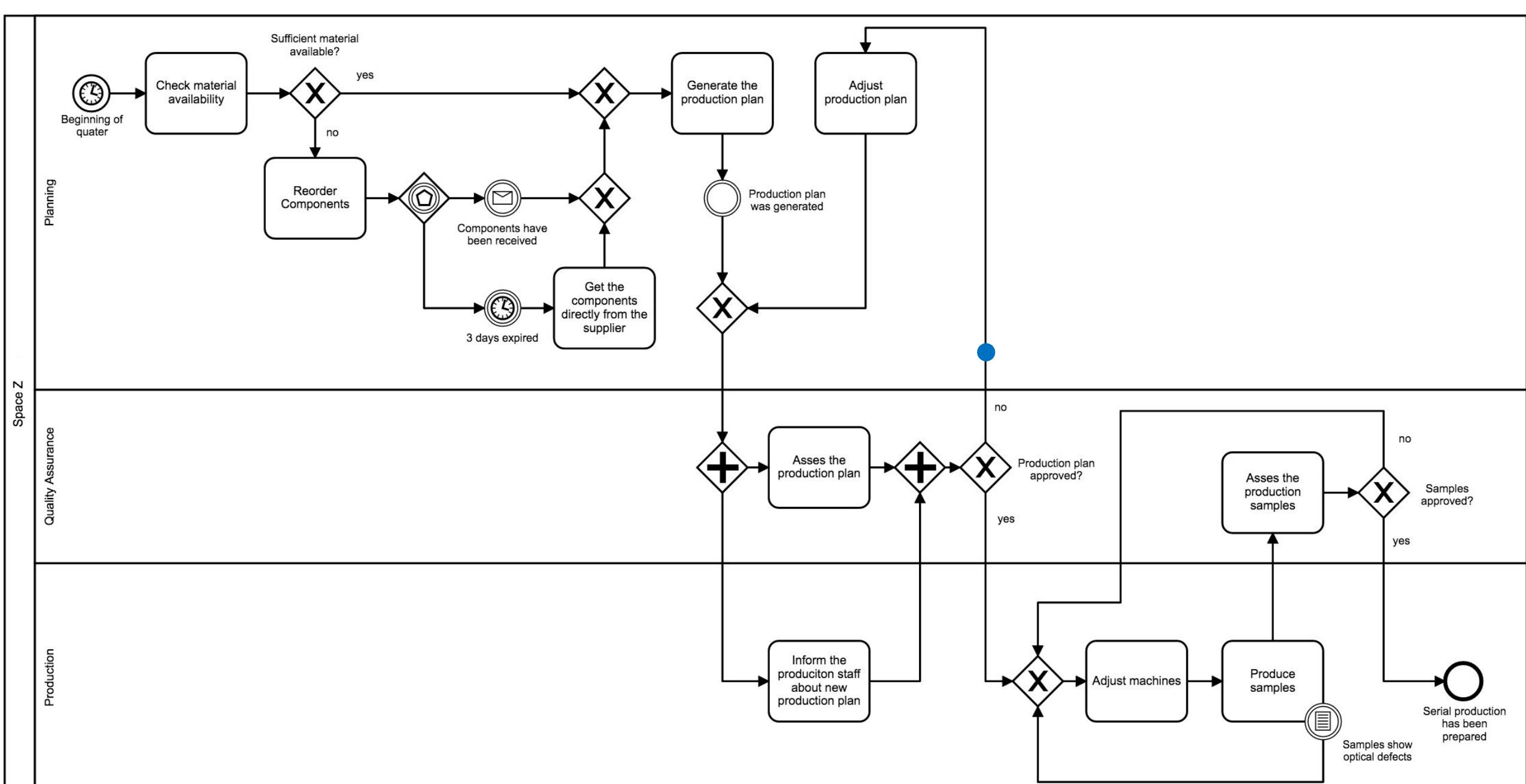


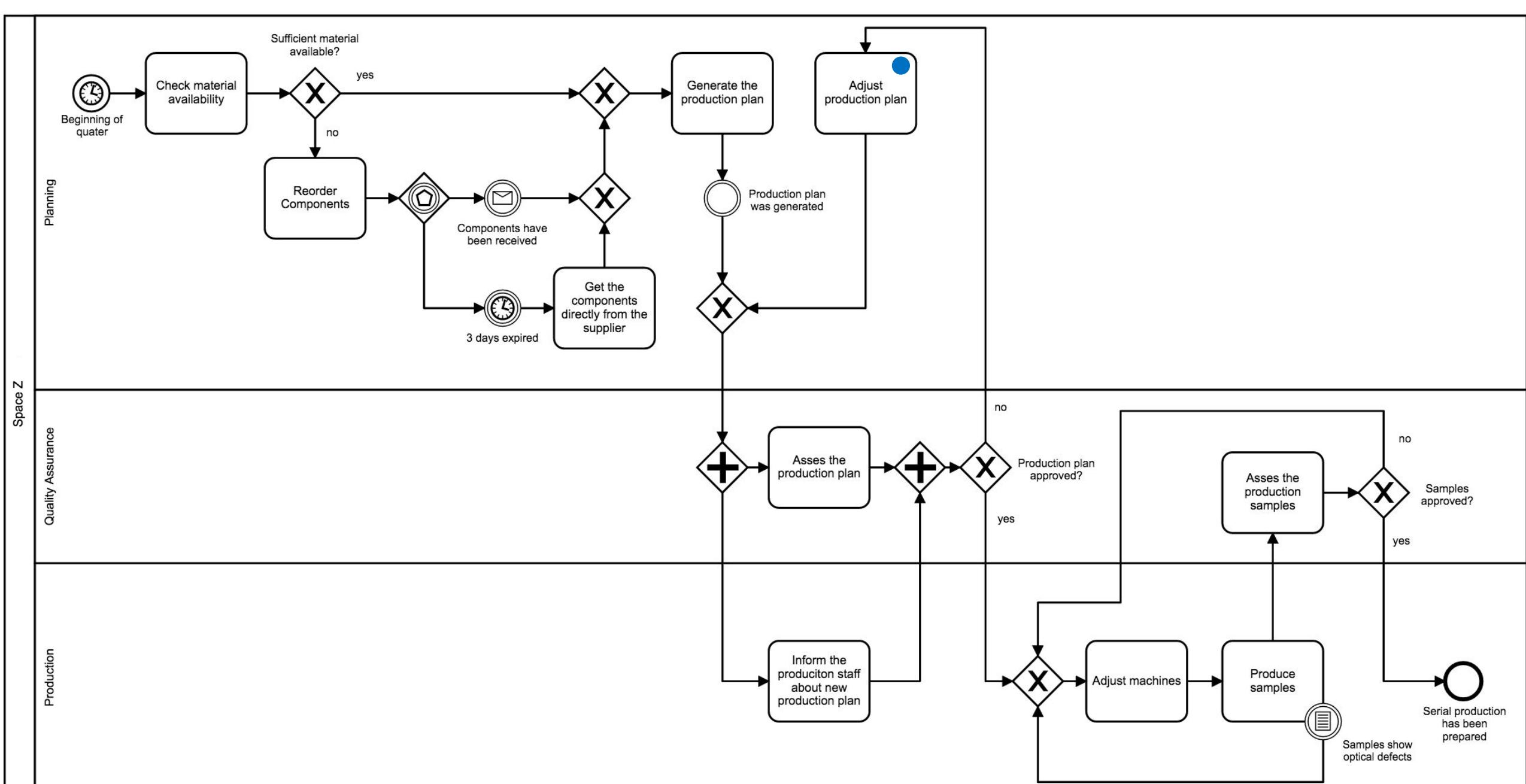


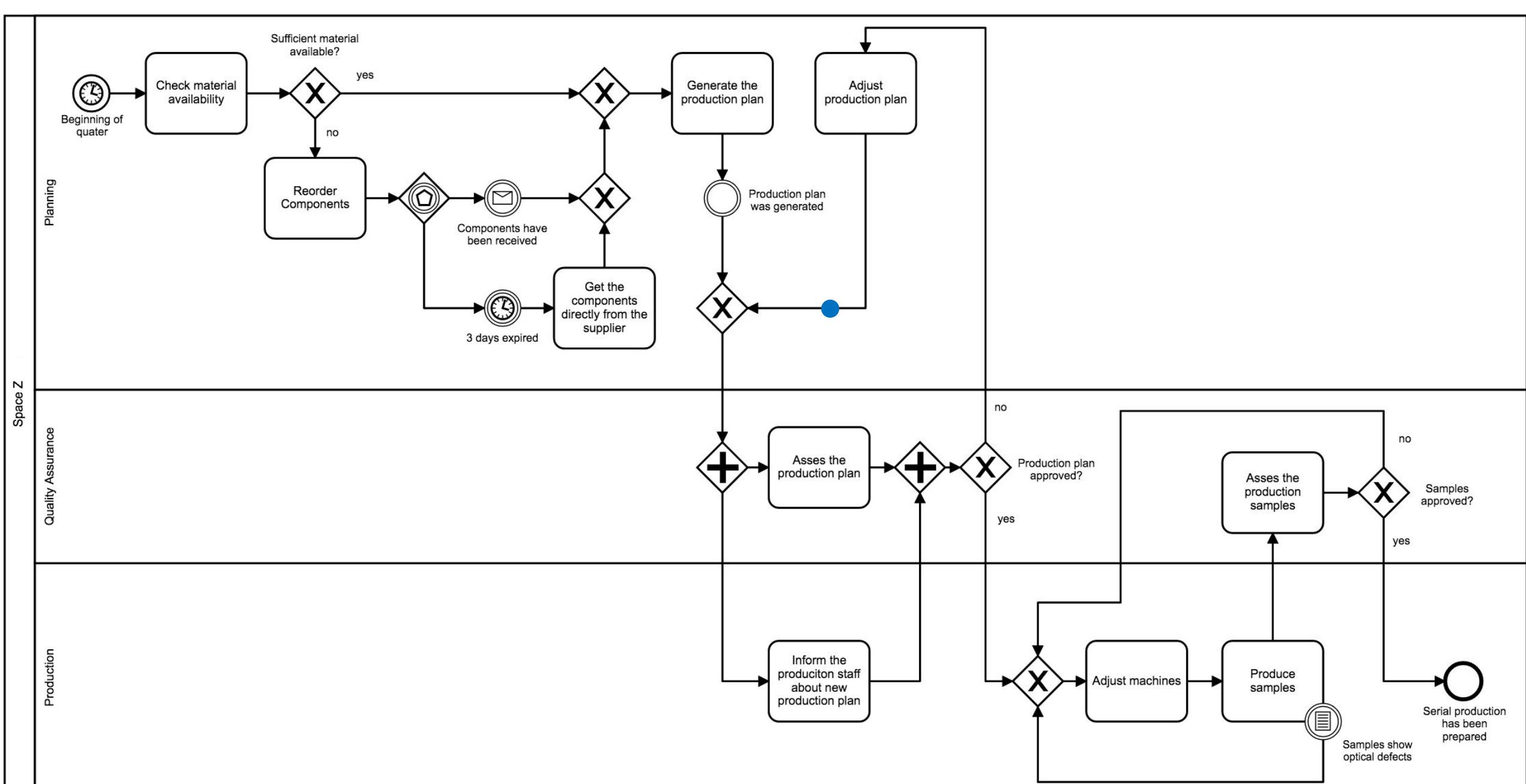


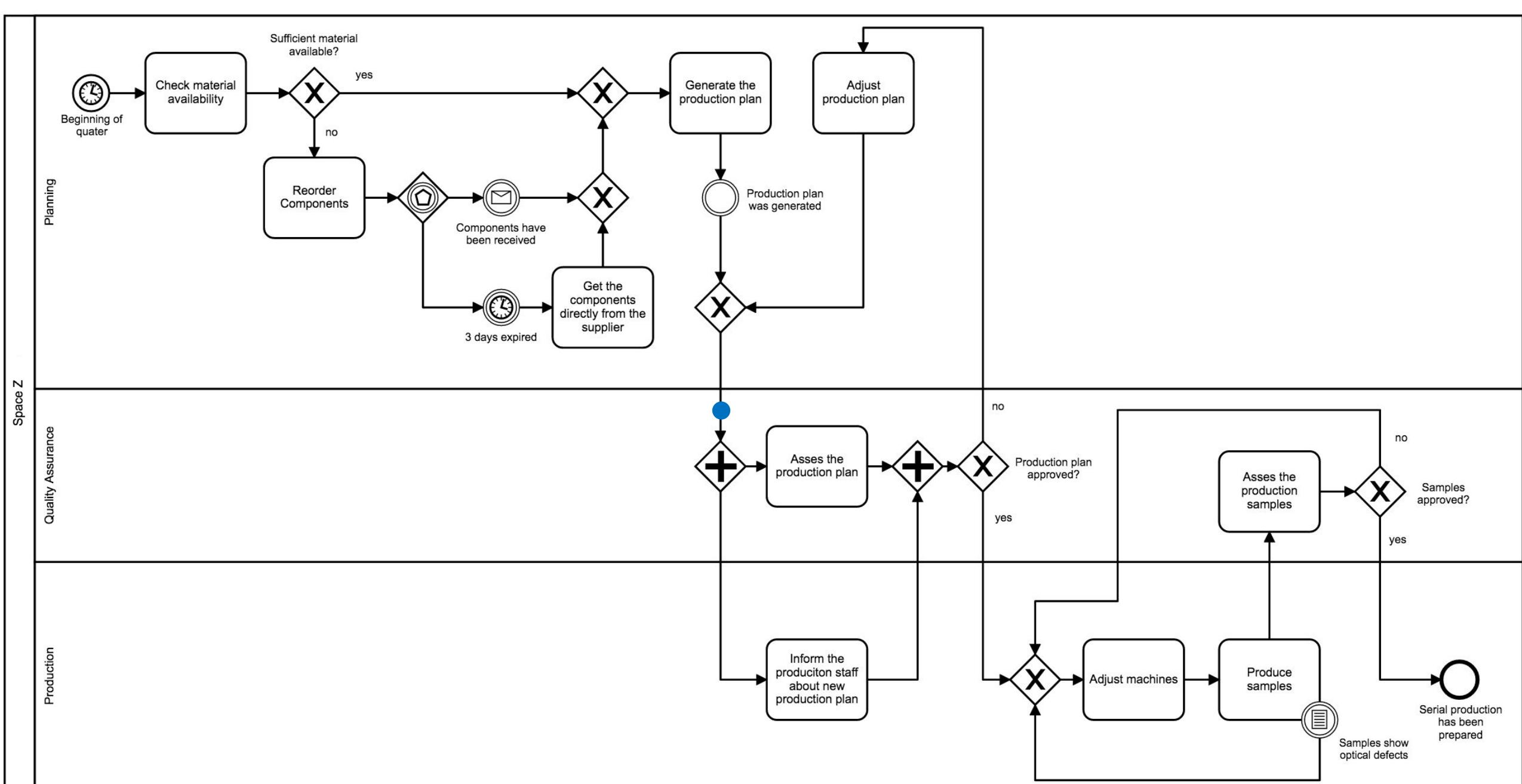


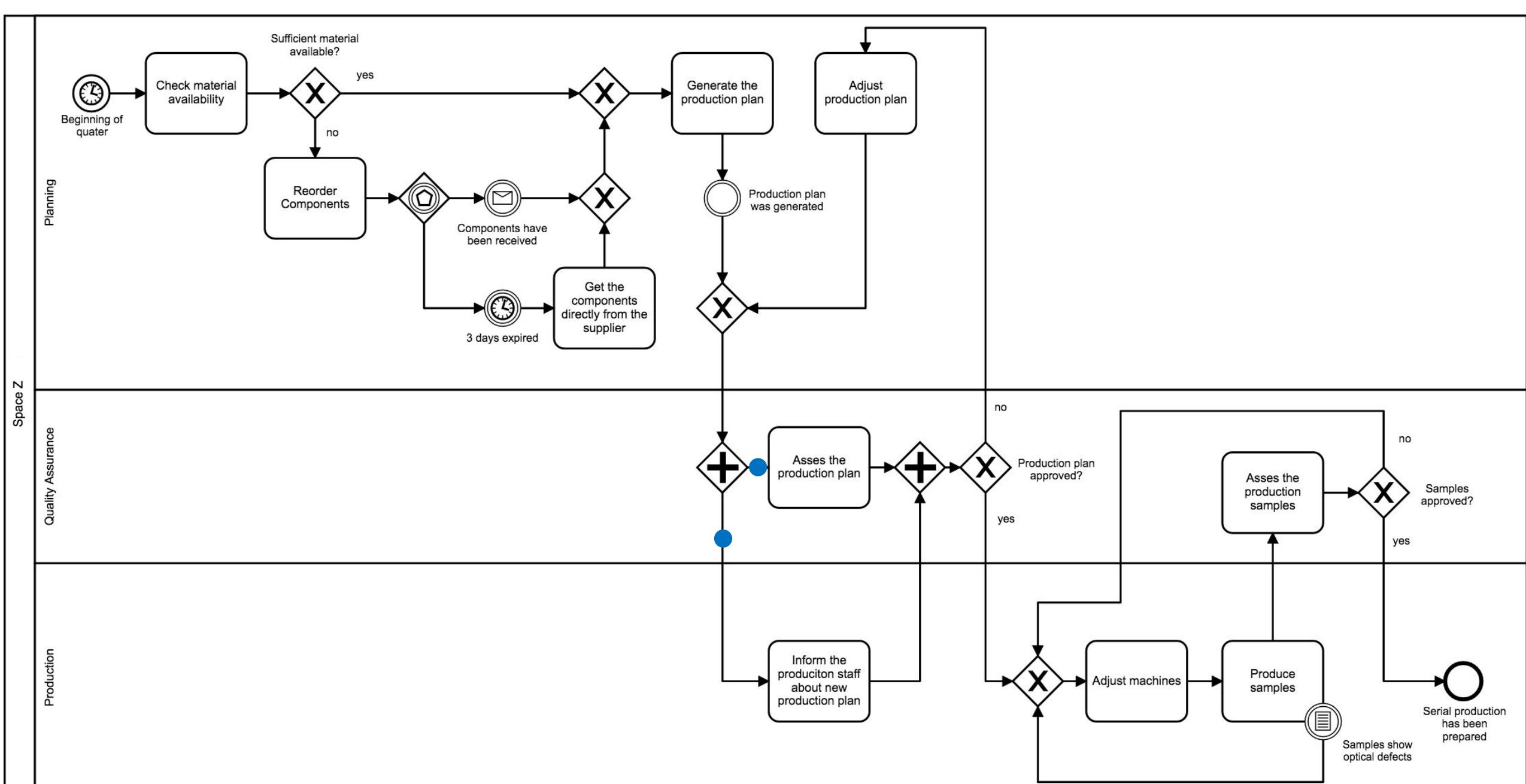
What happens if there are issues with the production plan?

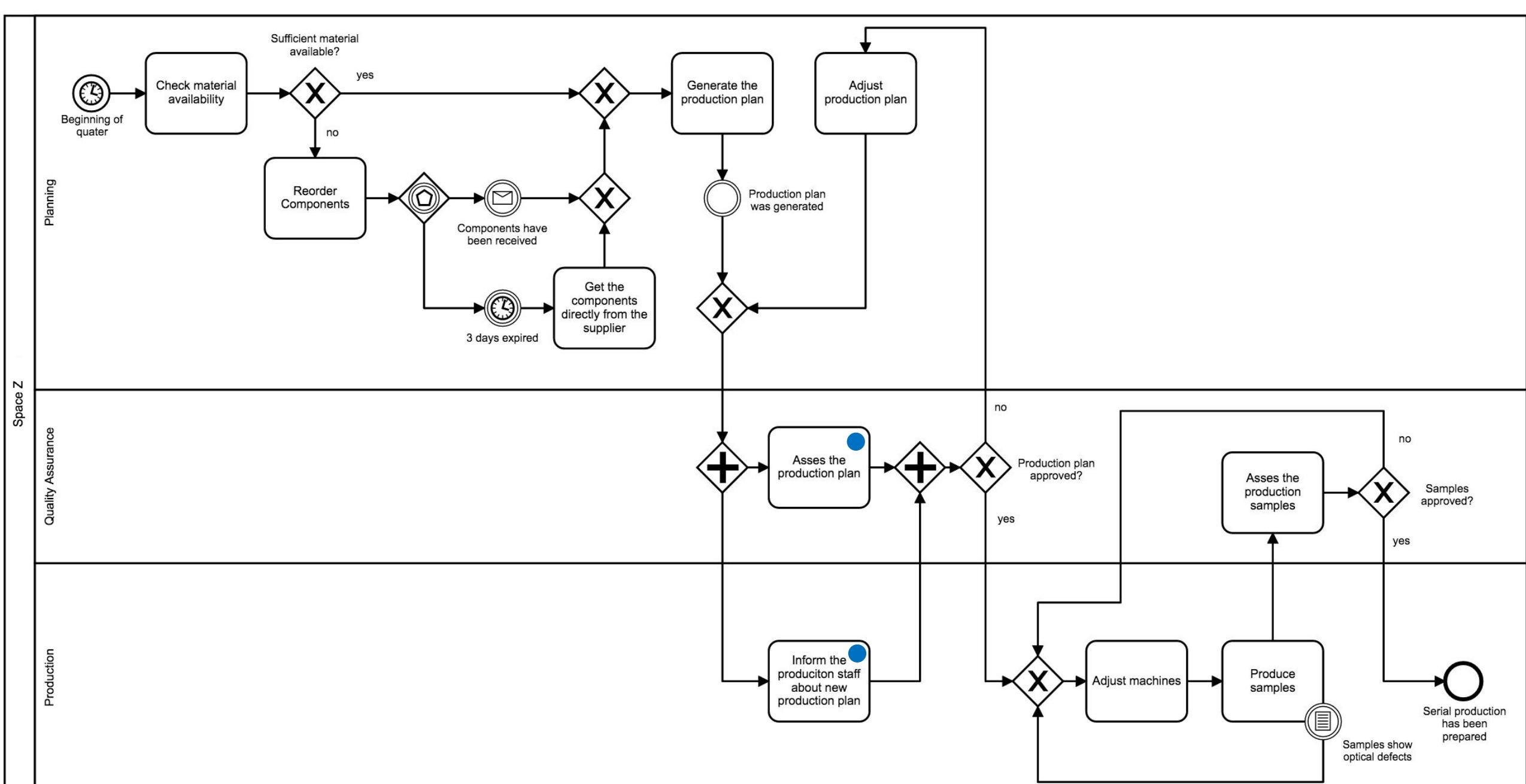


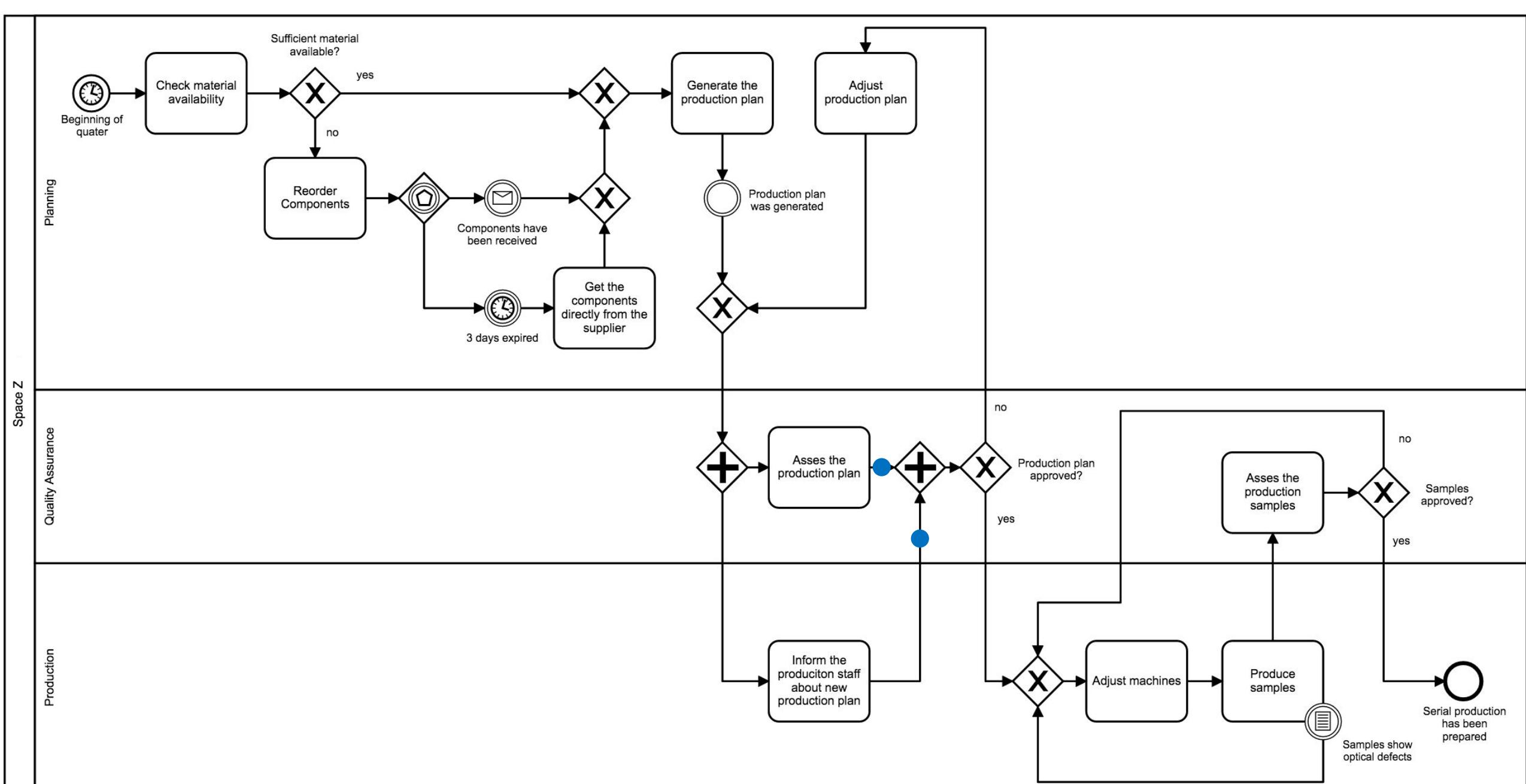


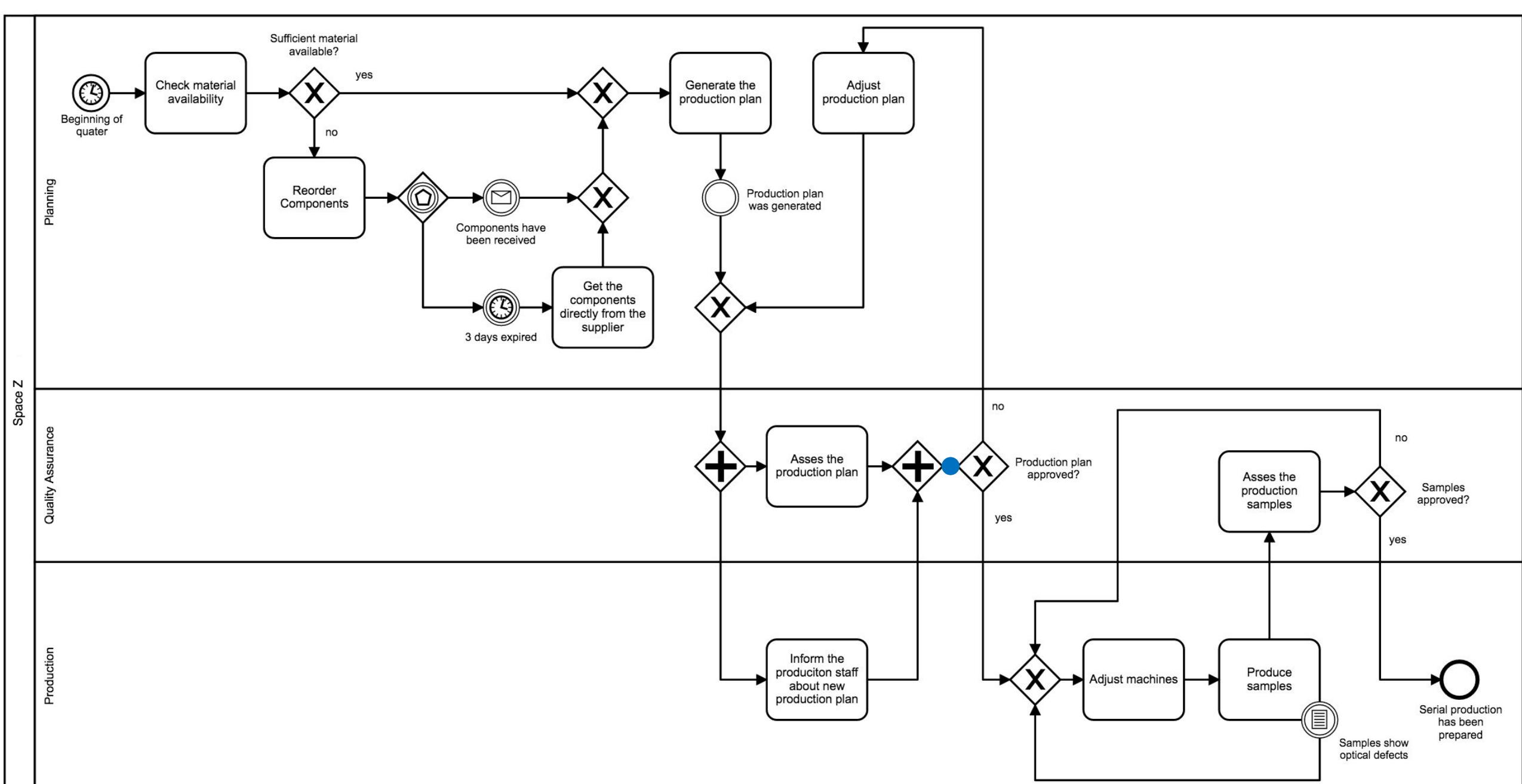


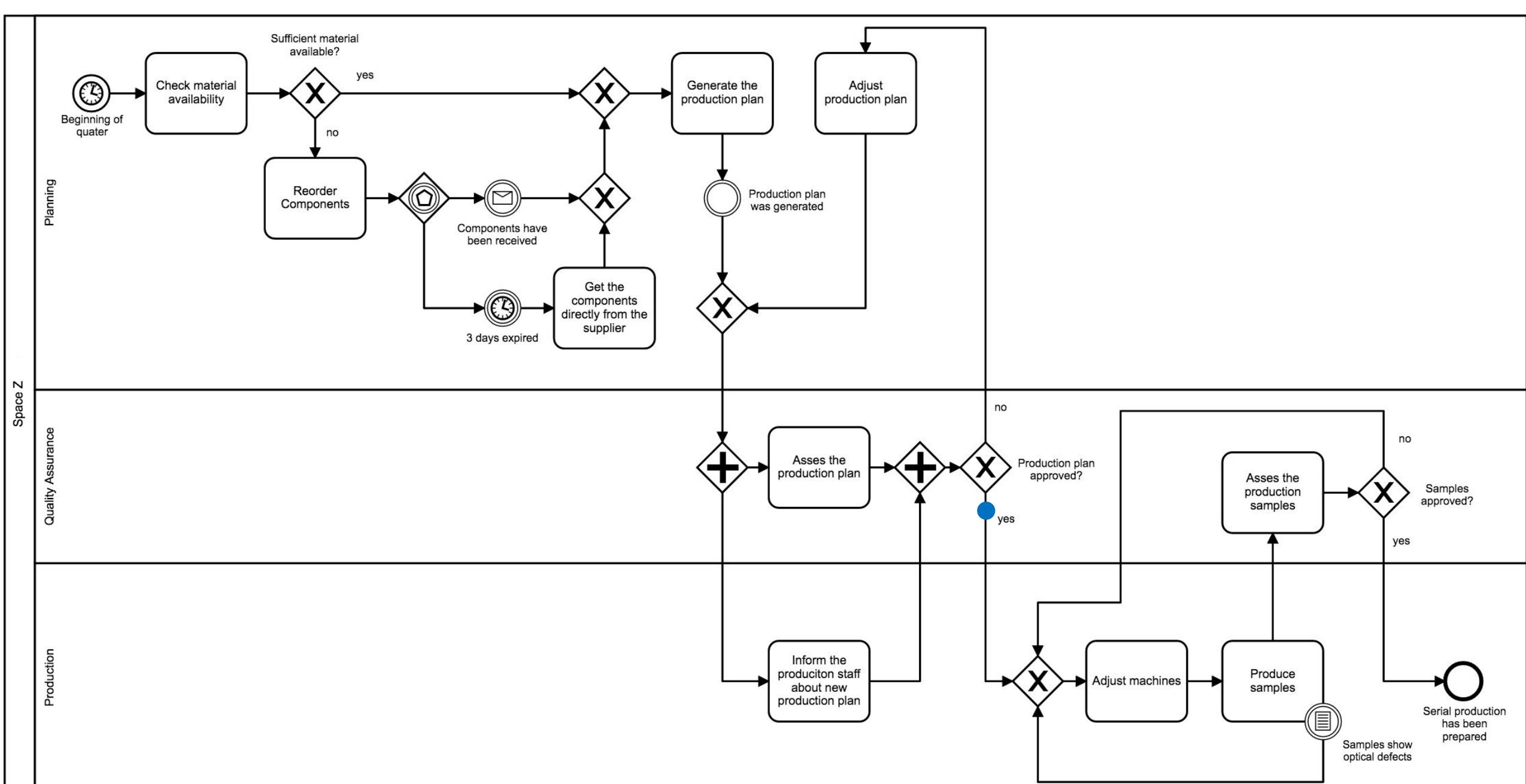


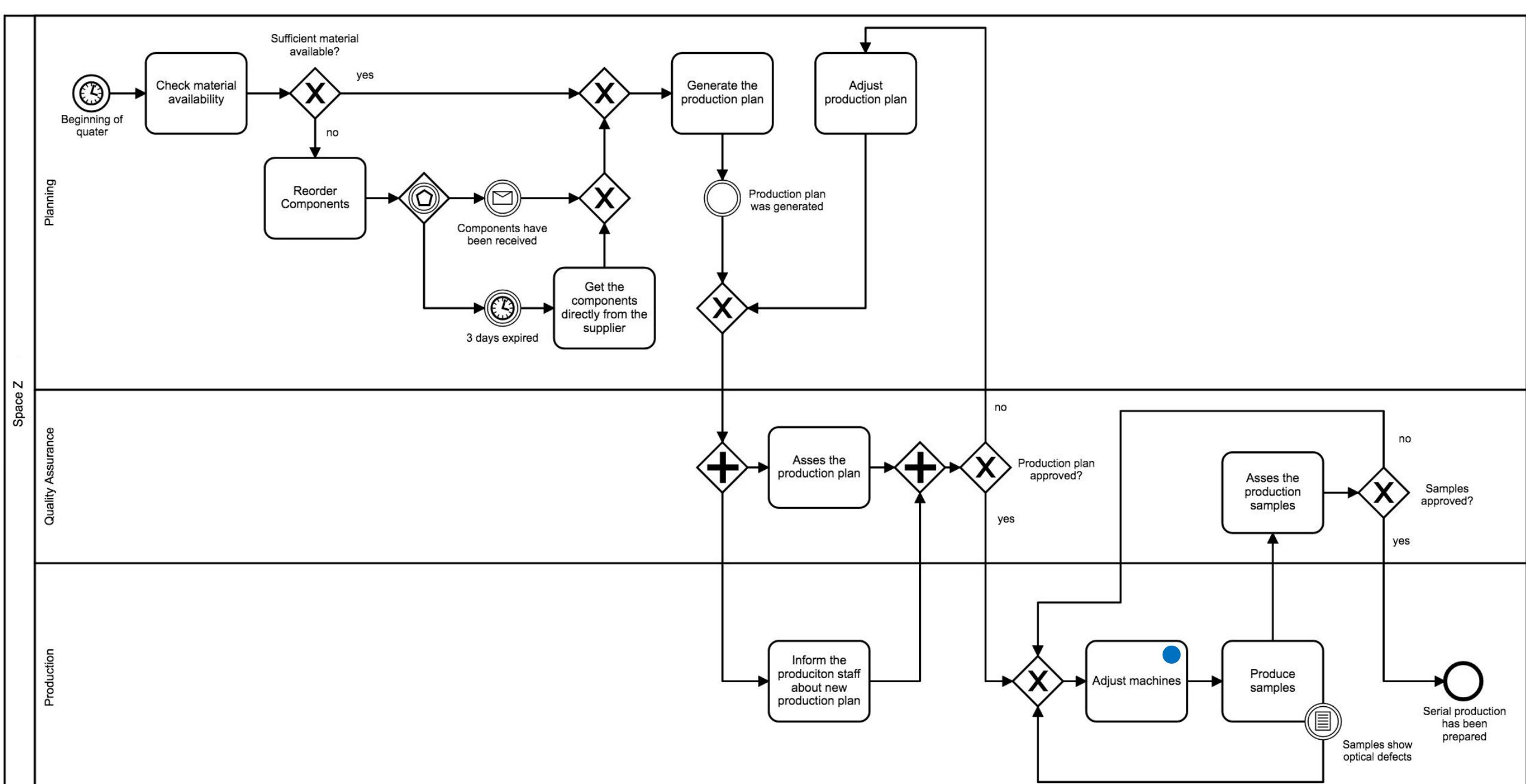


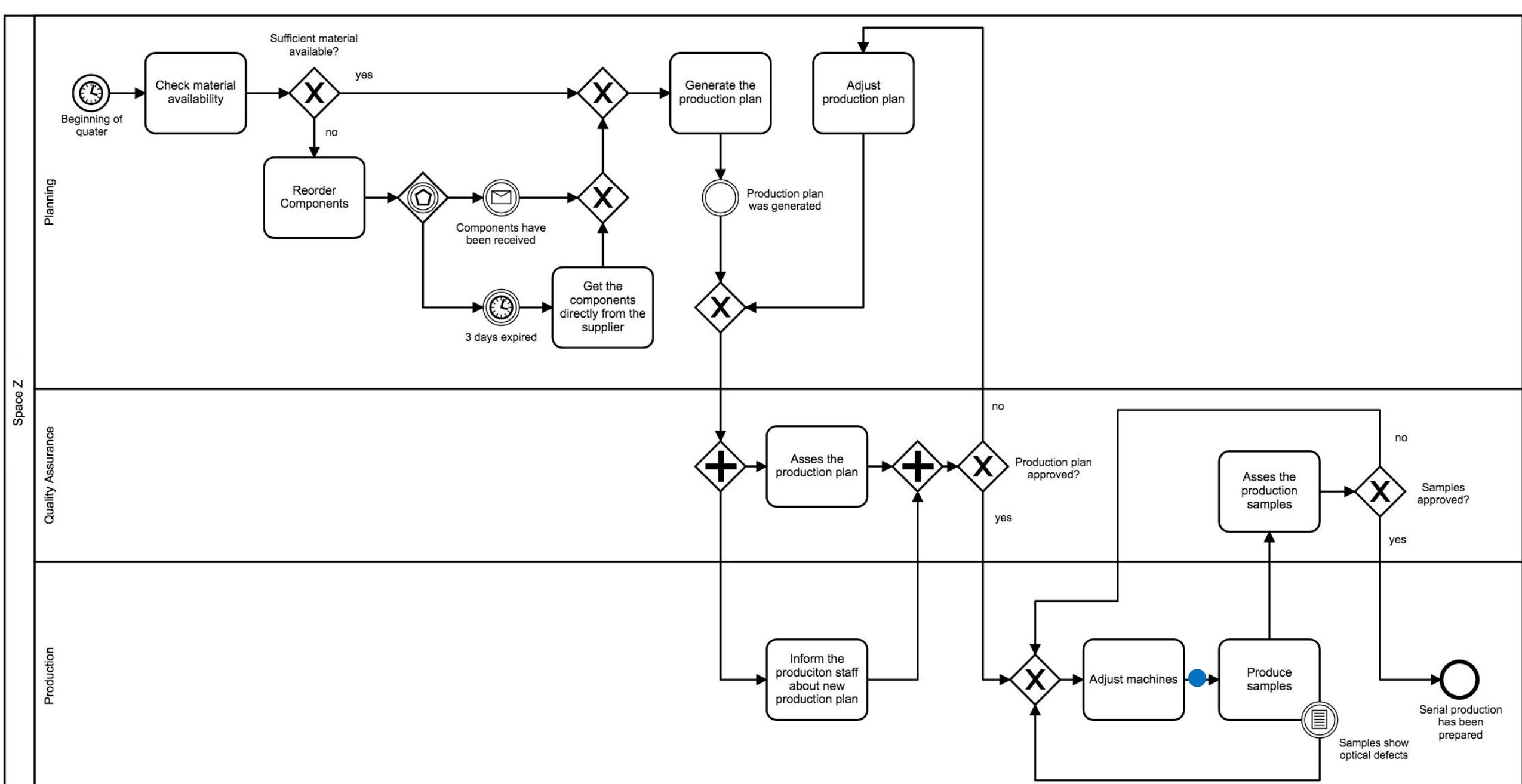


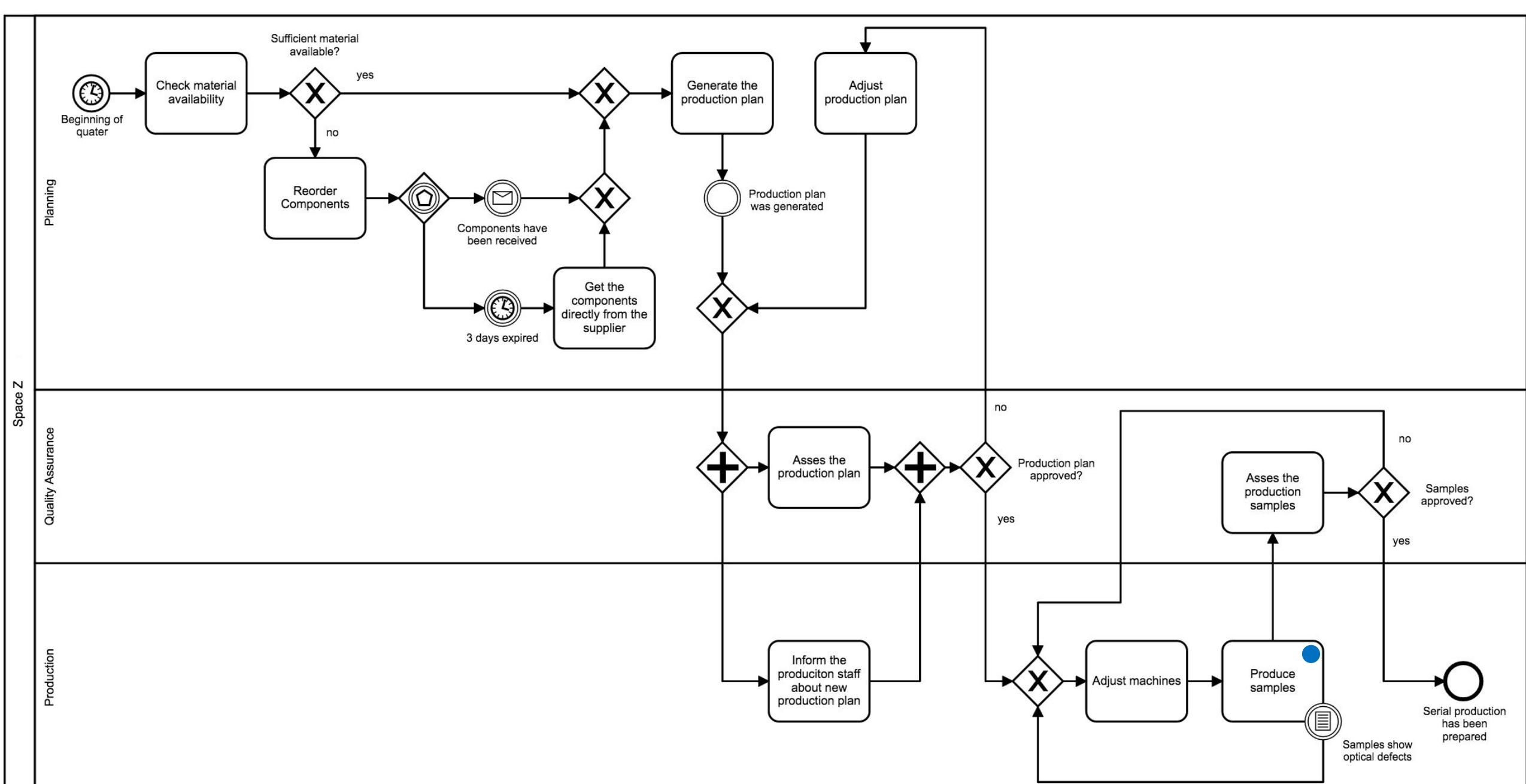






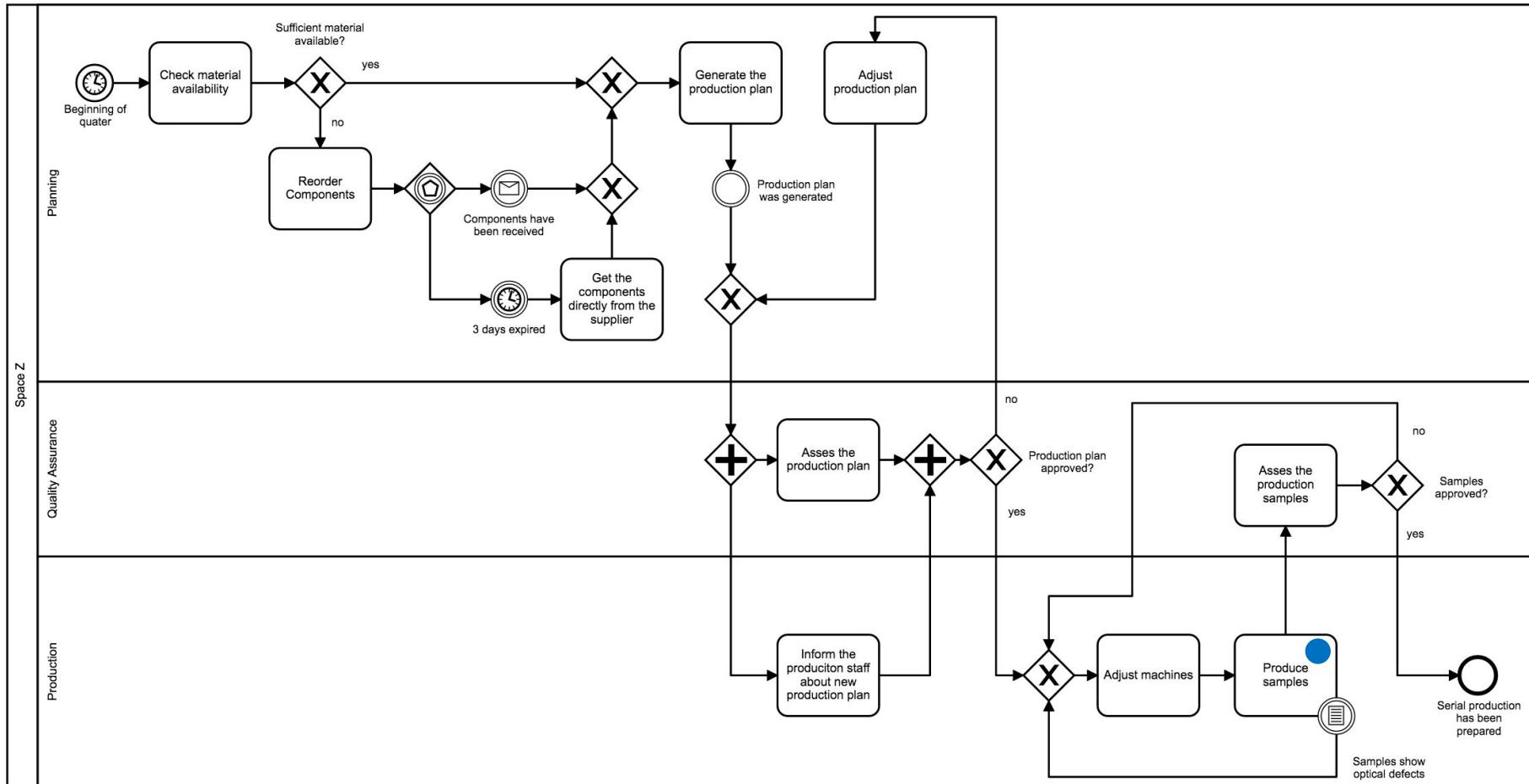


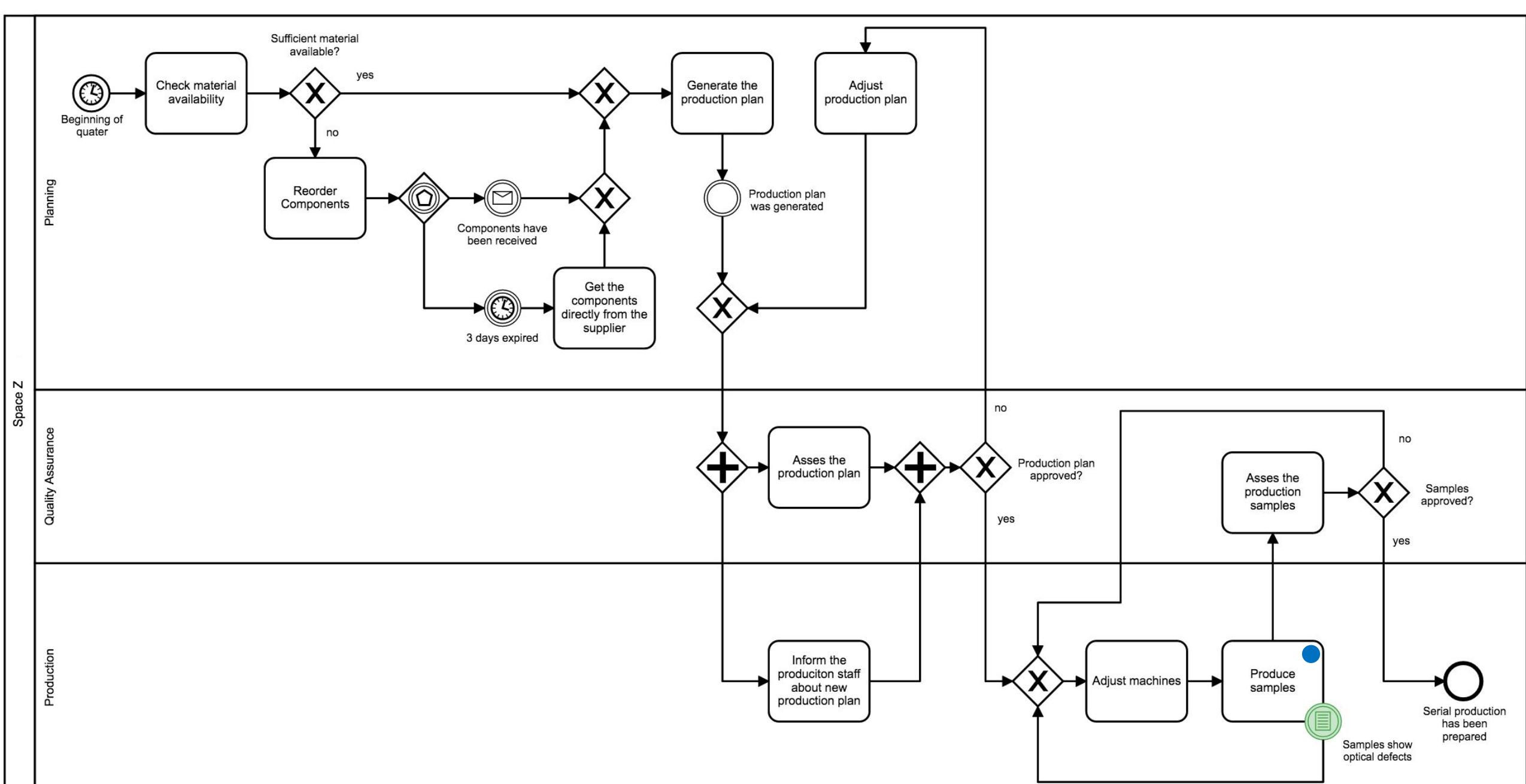


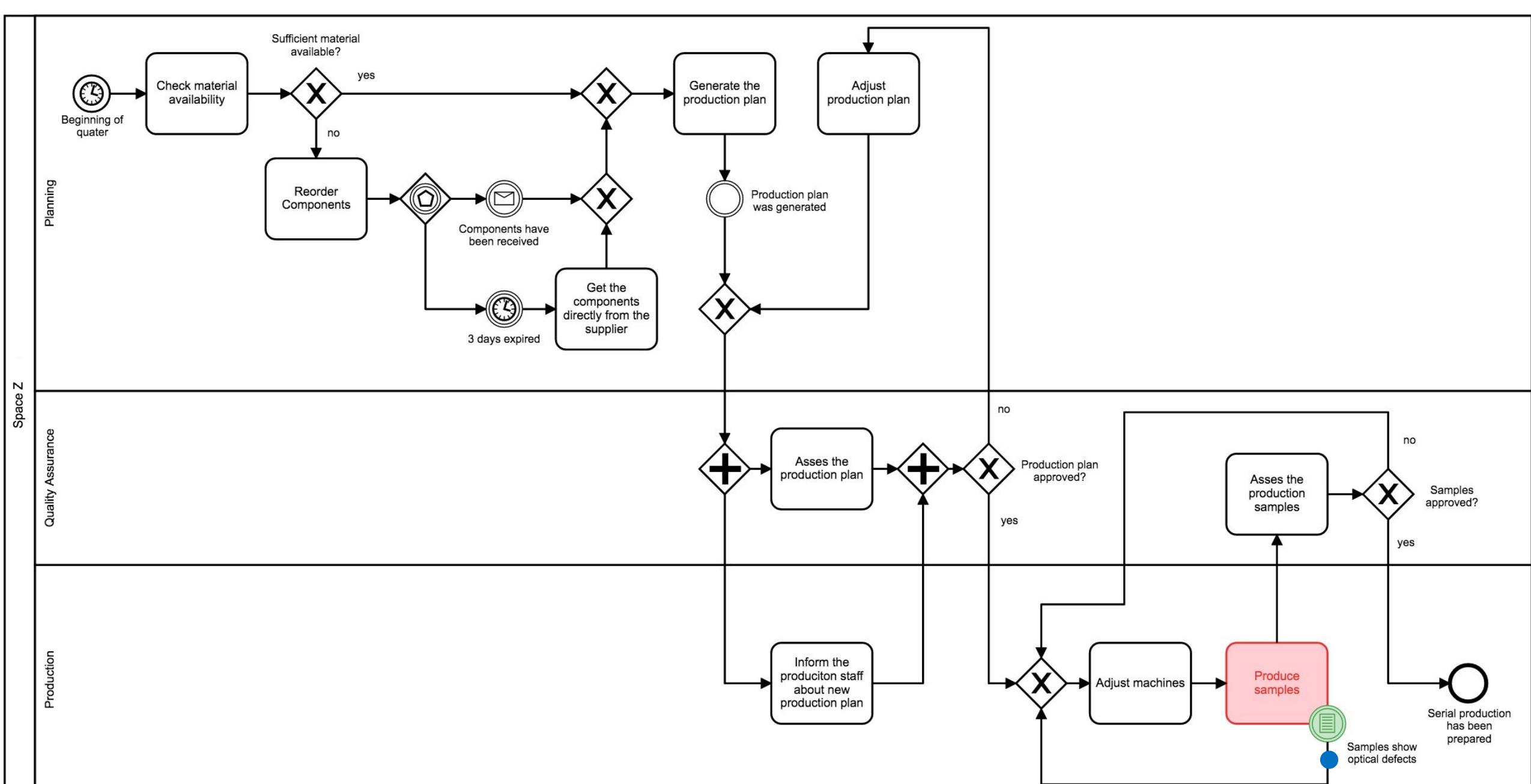


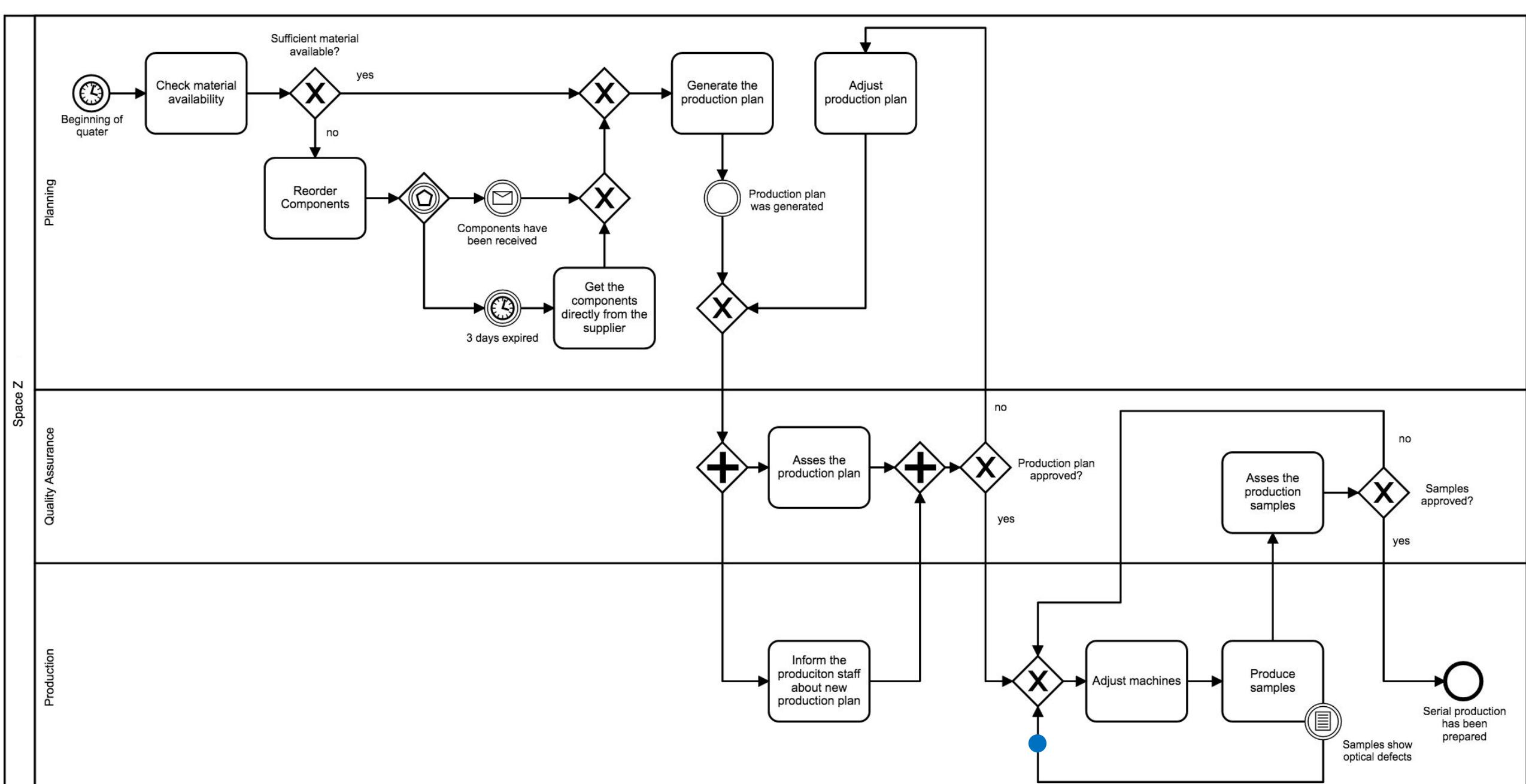
What if the heat panel samples show visible defects?

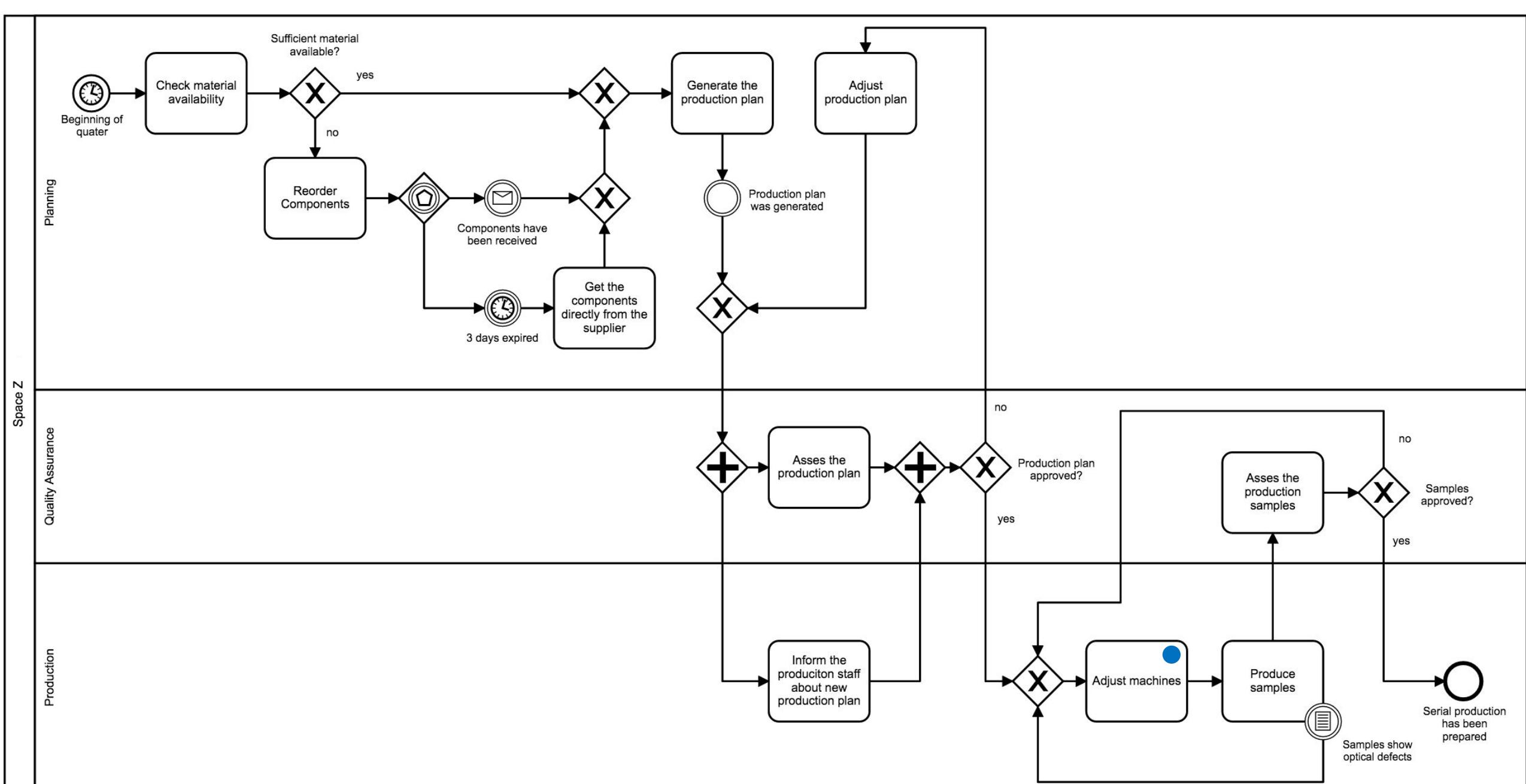
# The samples of the heat panel are showing visible defects!

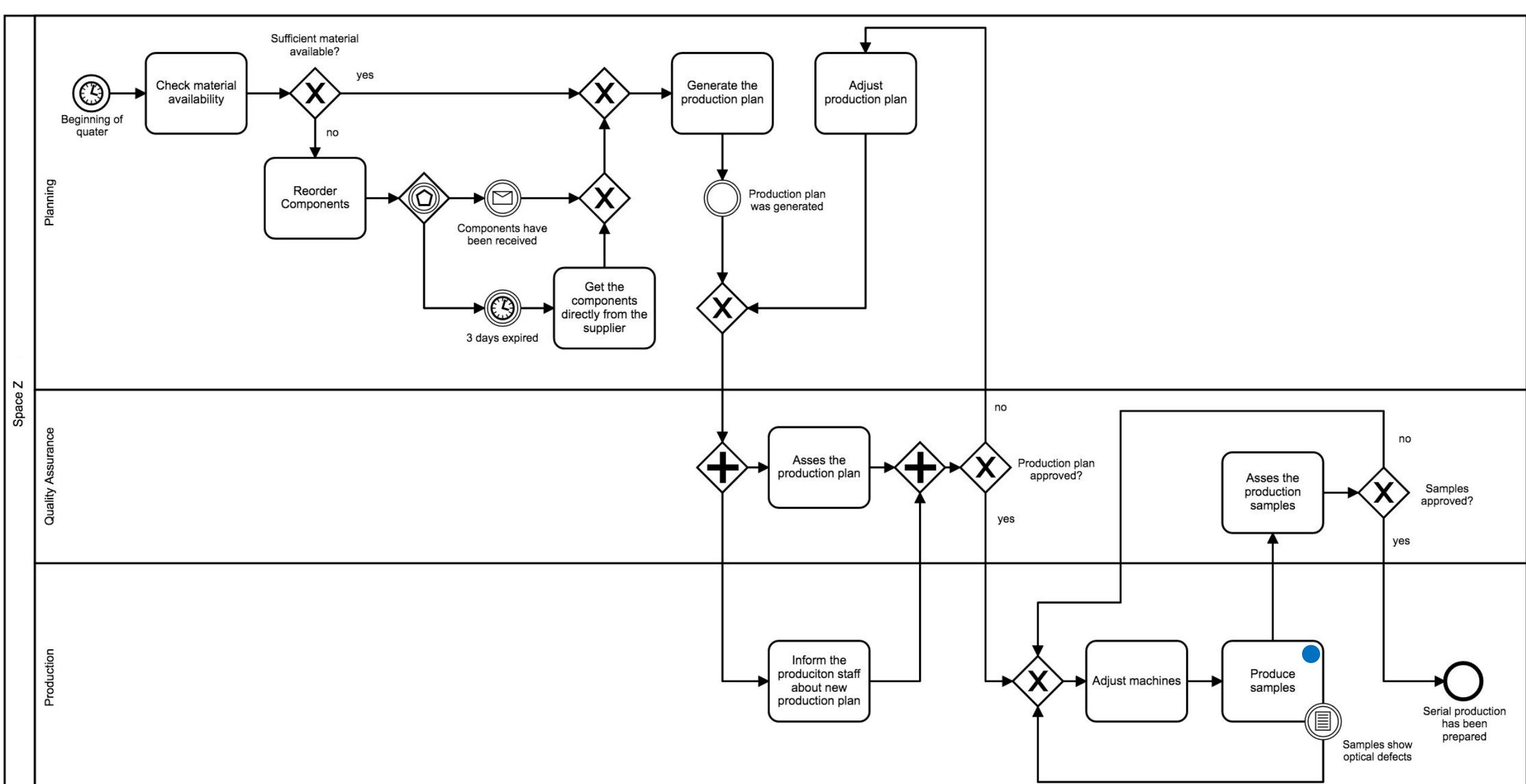


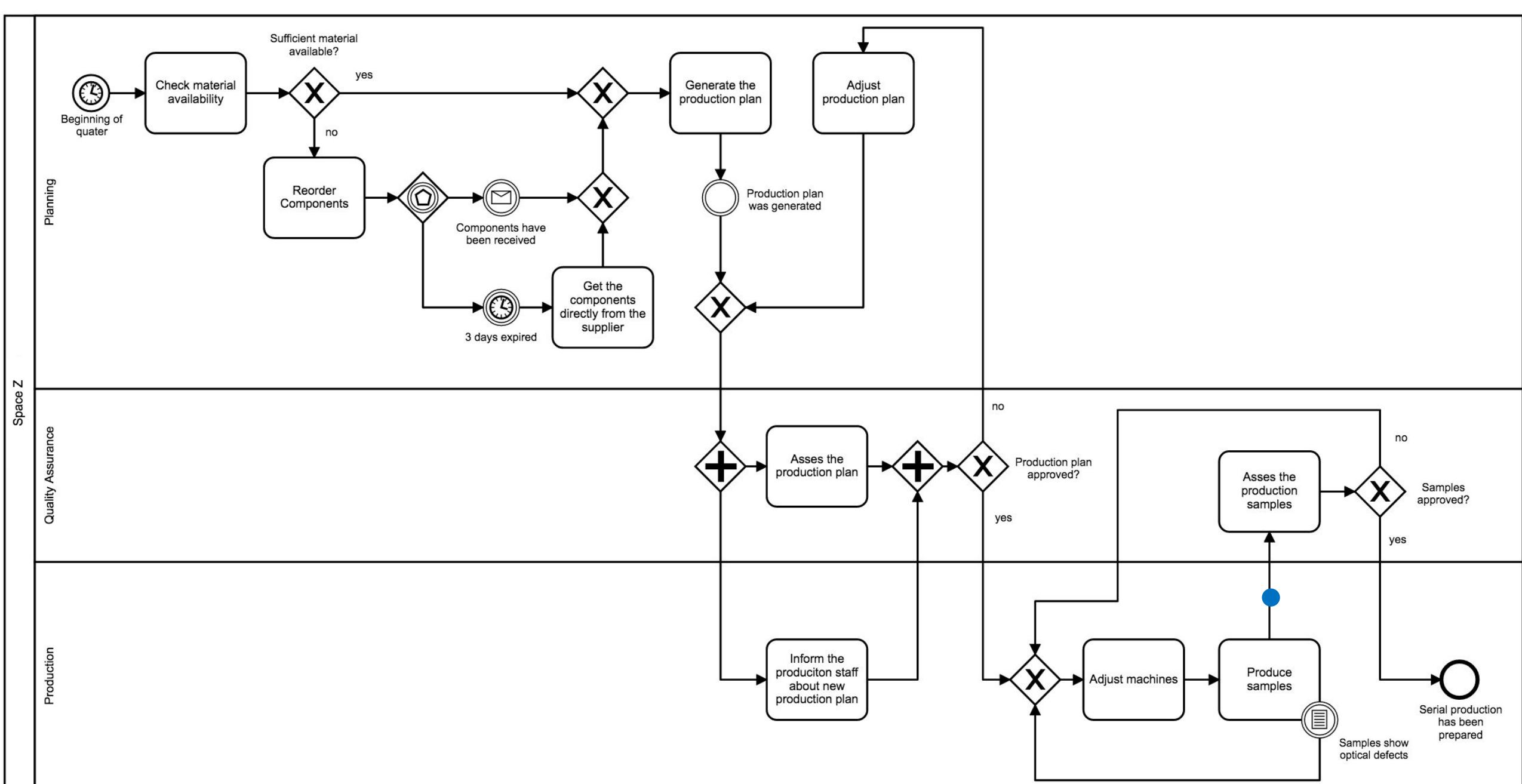


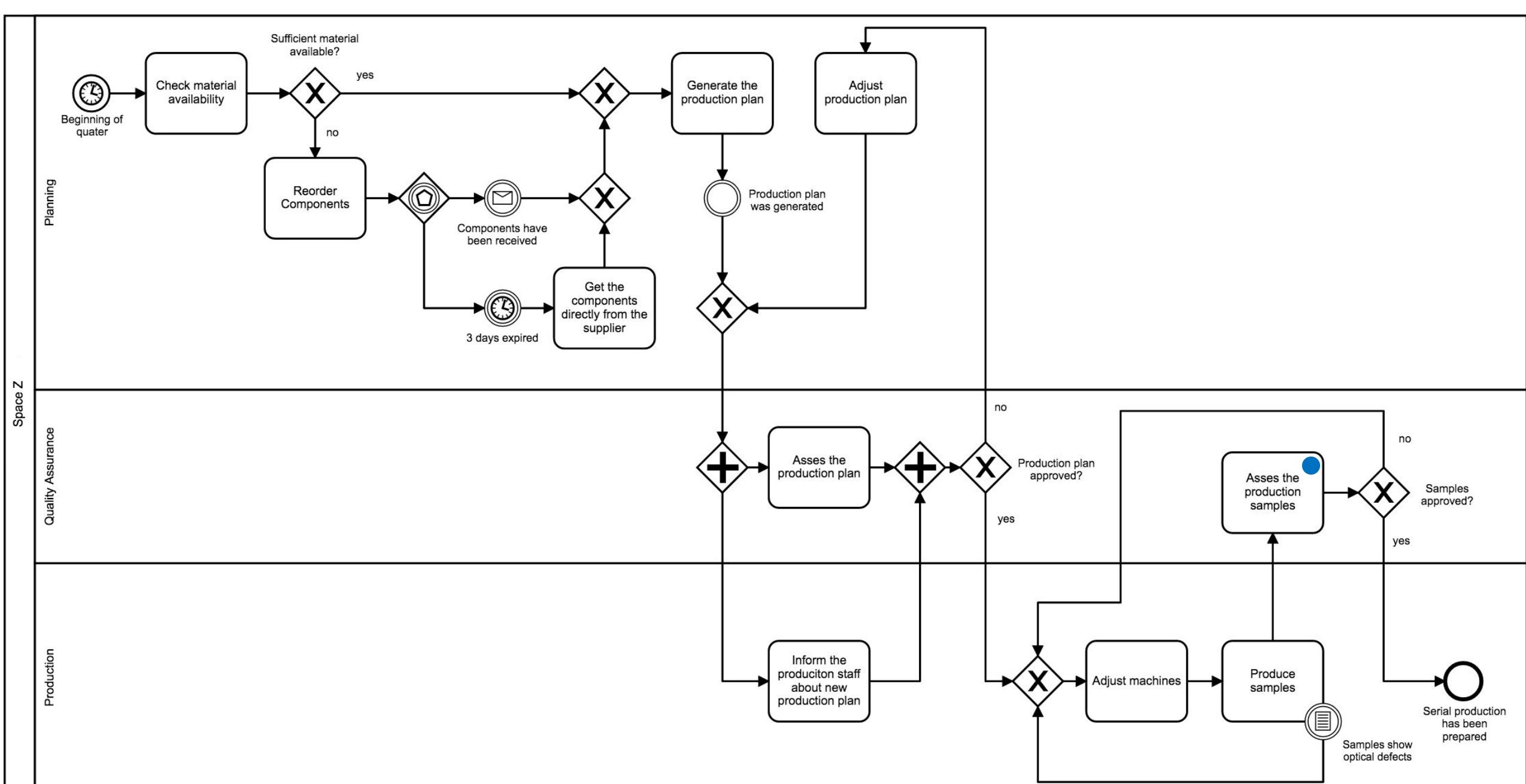


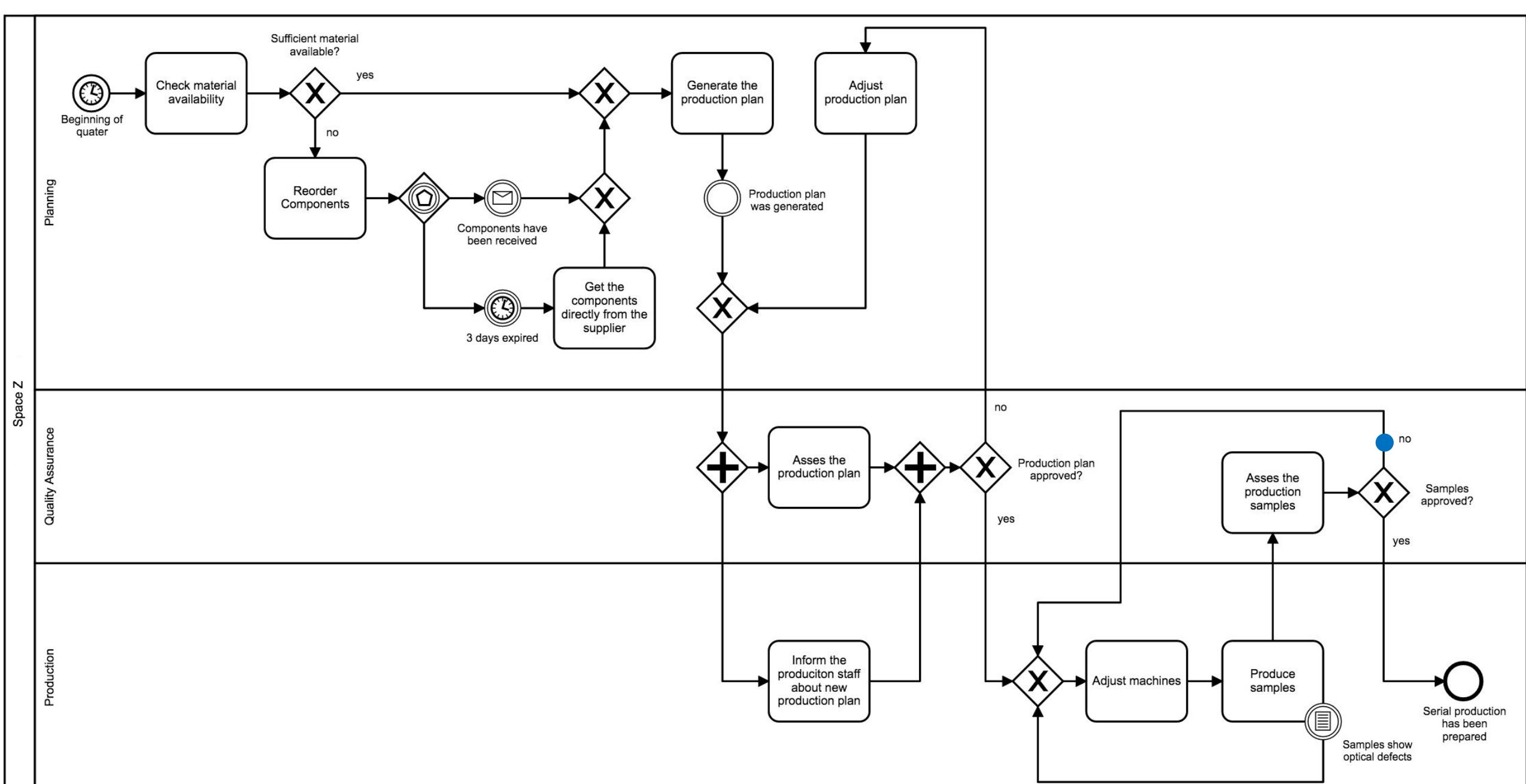


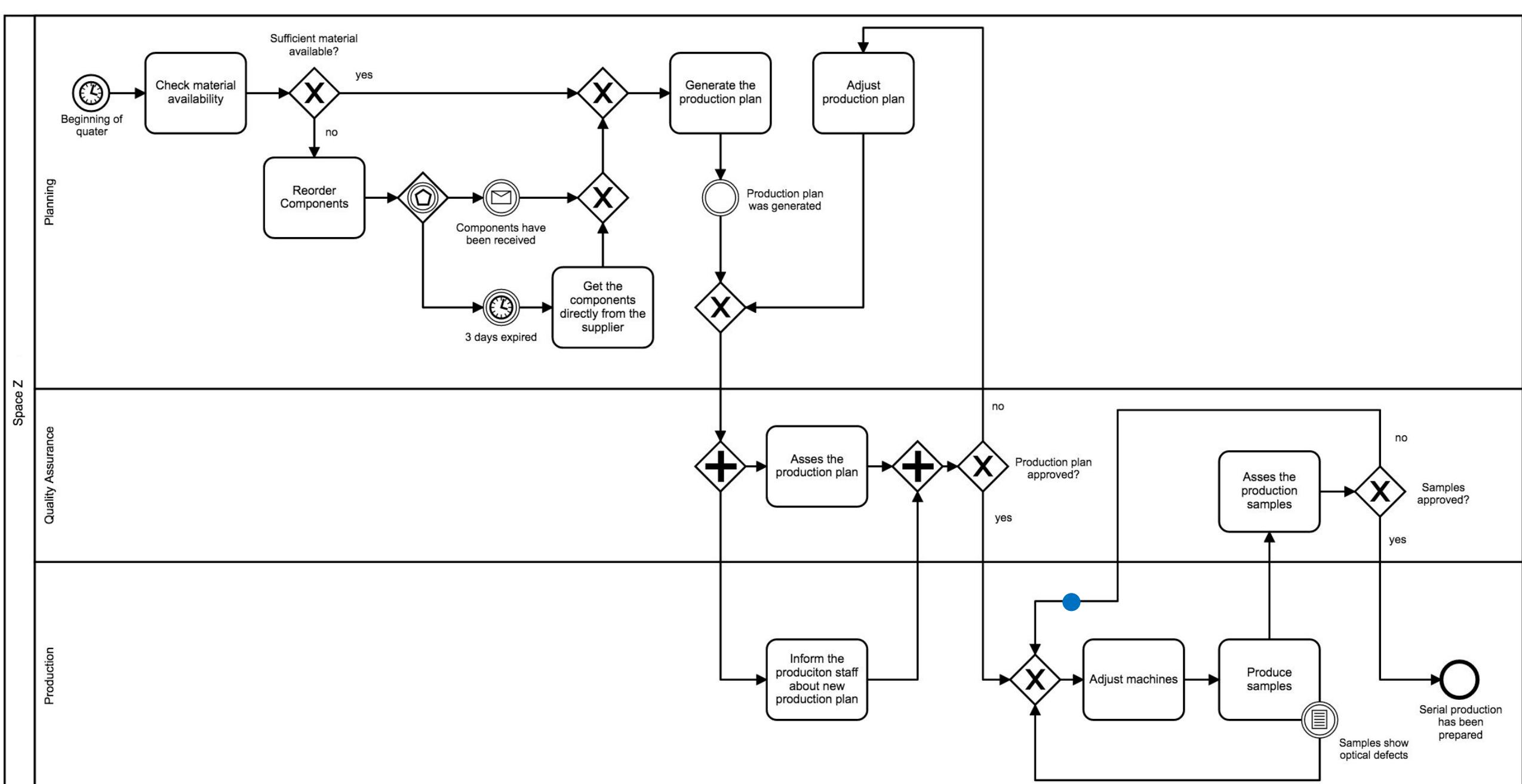


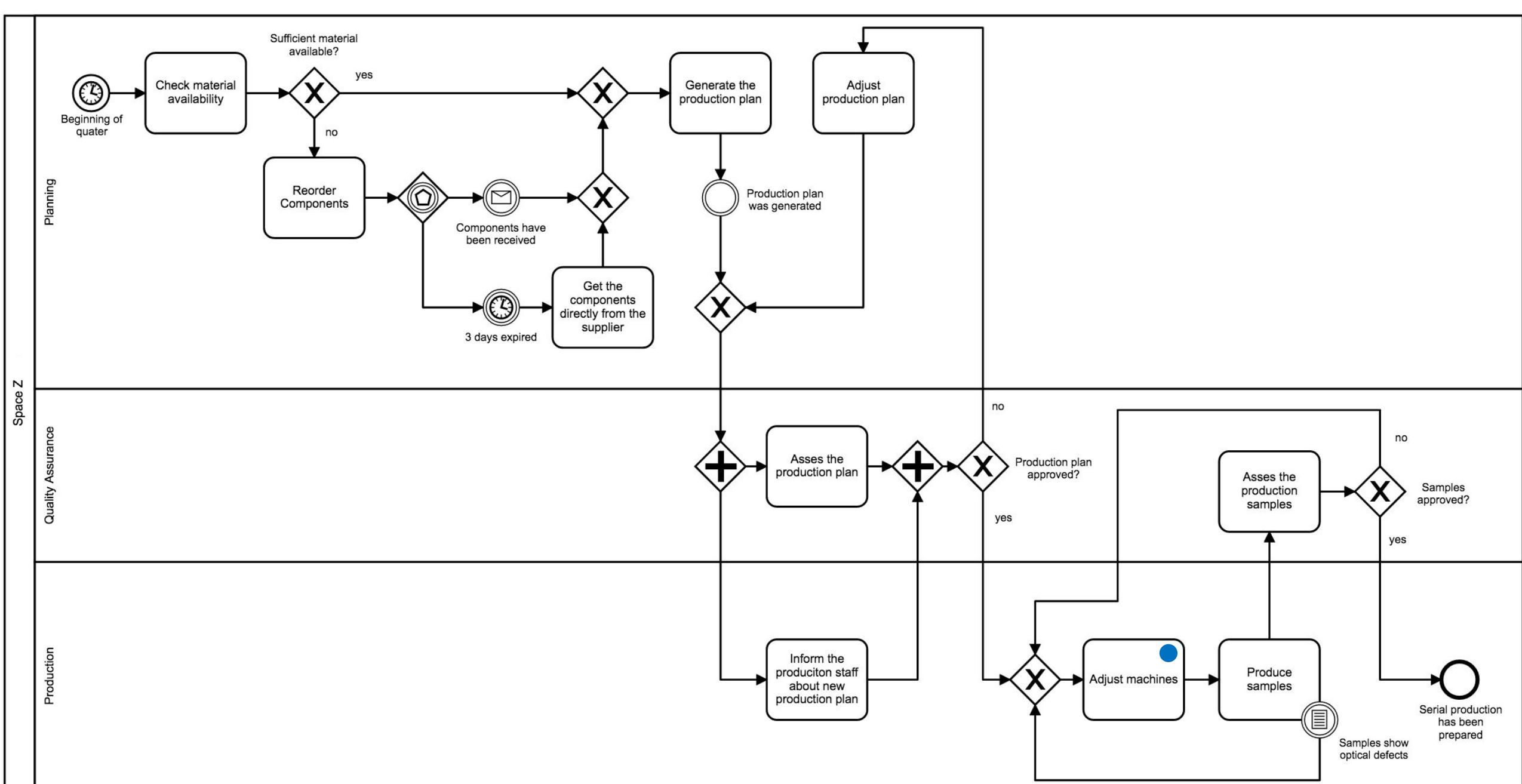


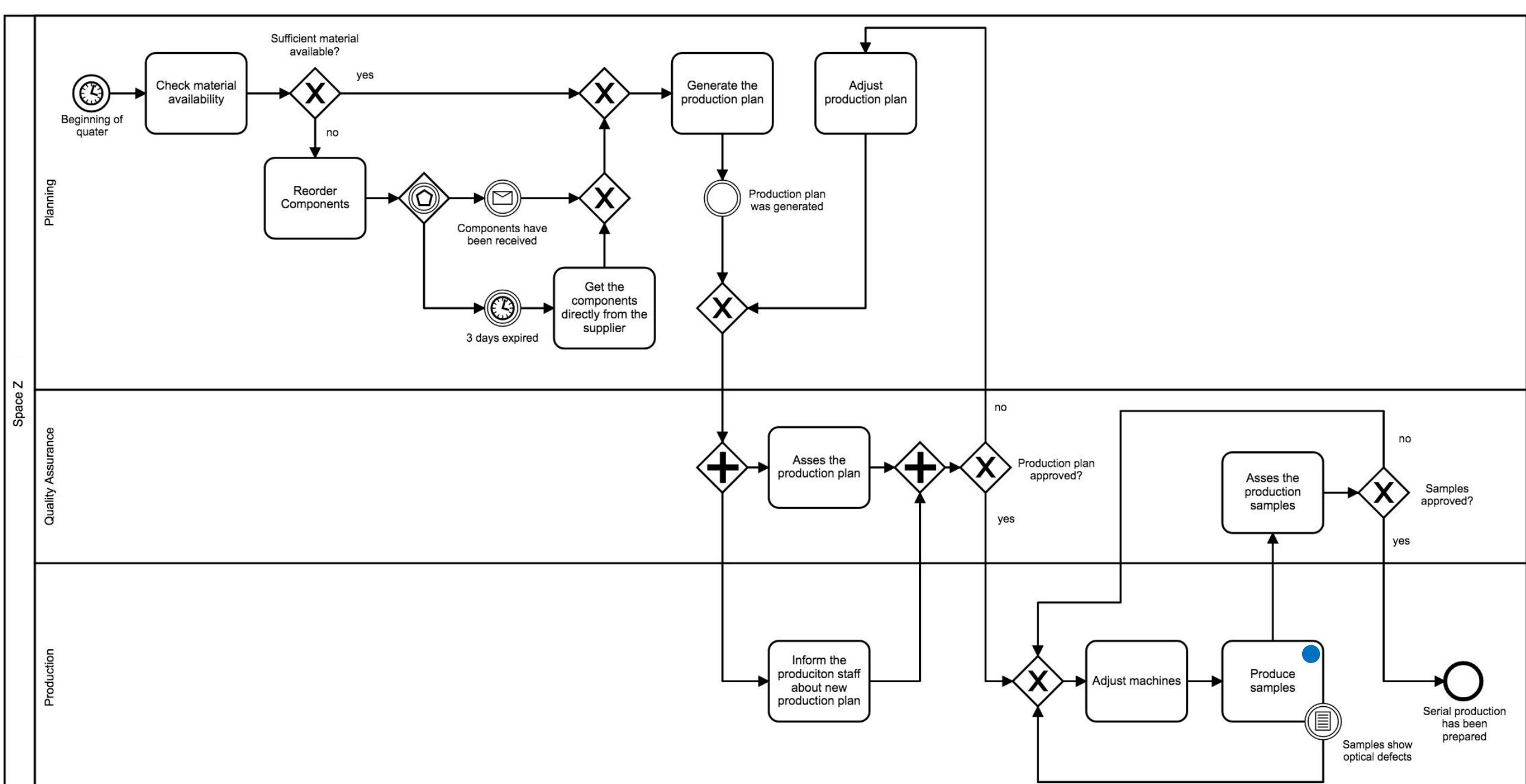


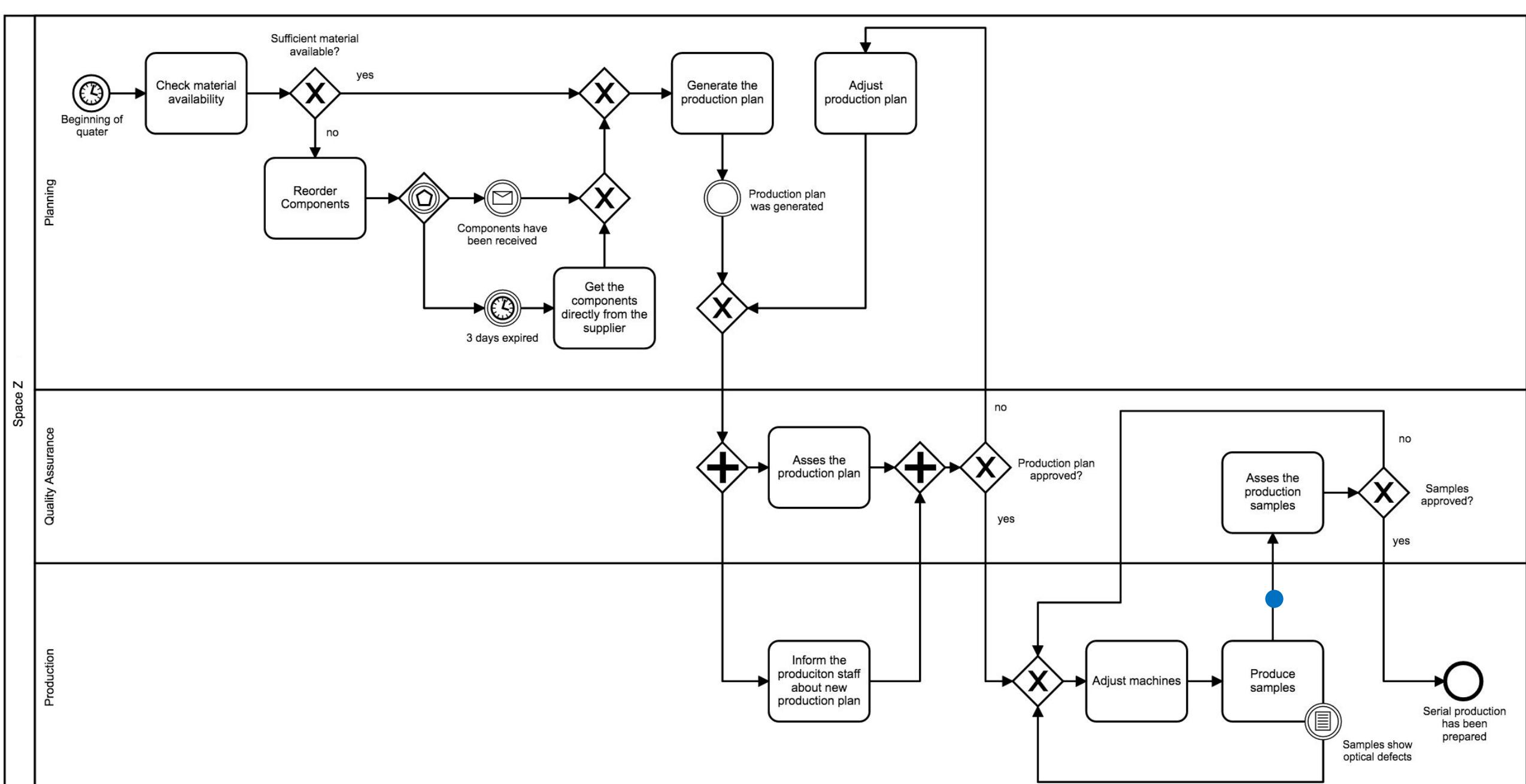


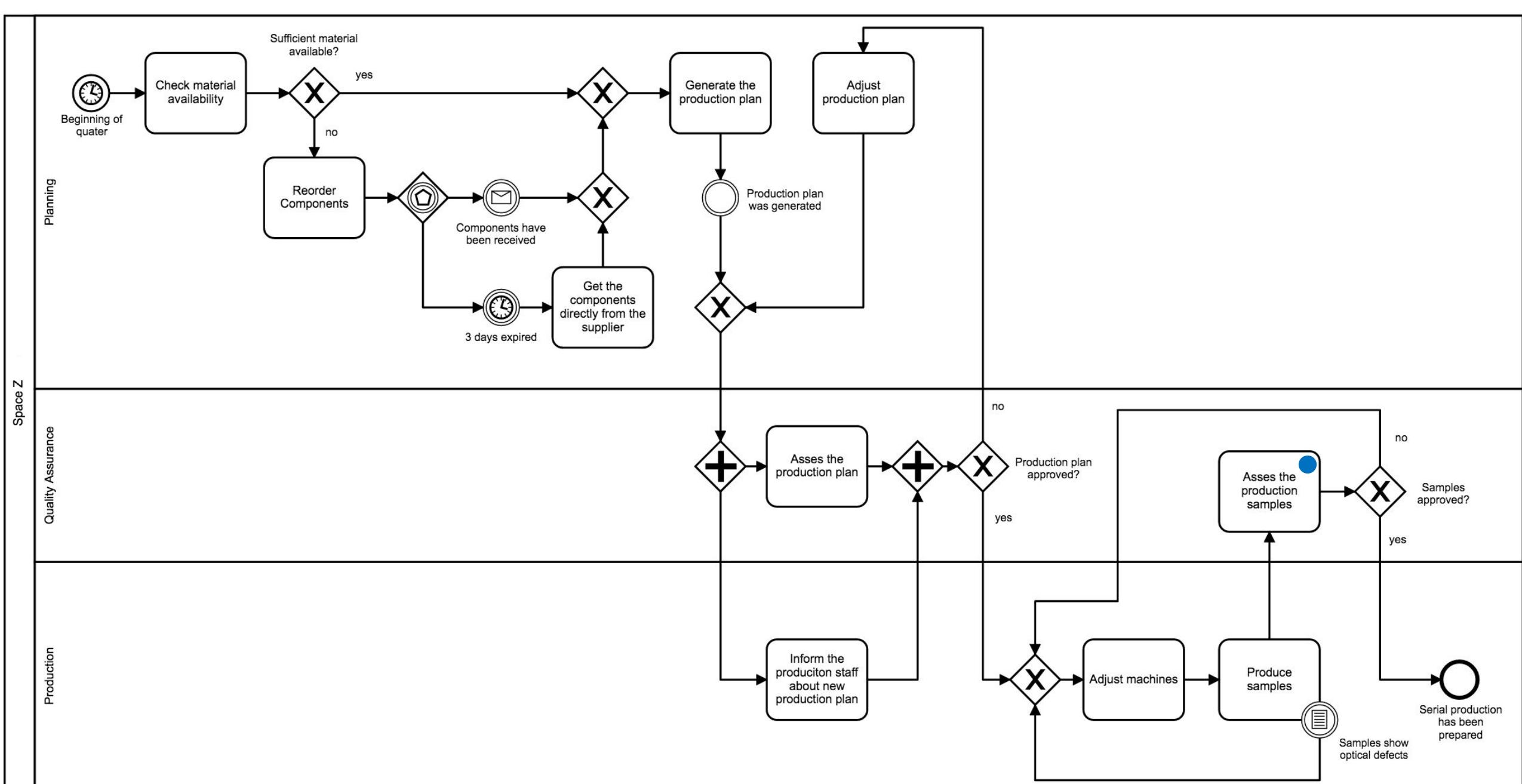


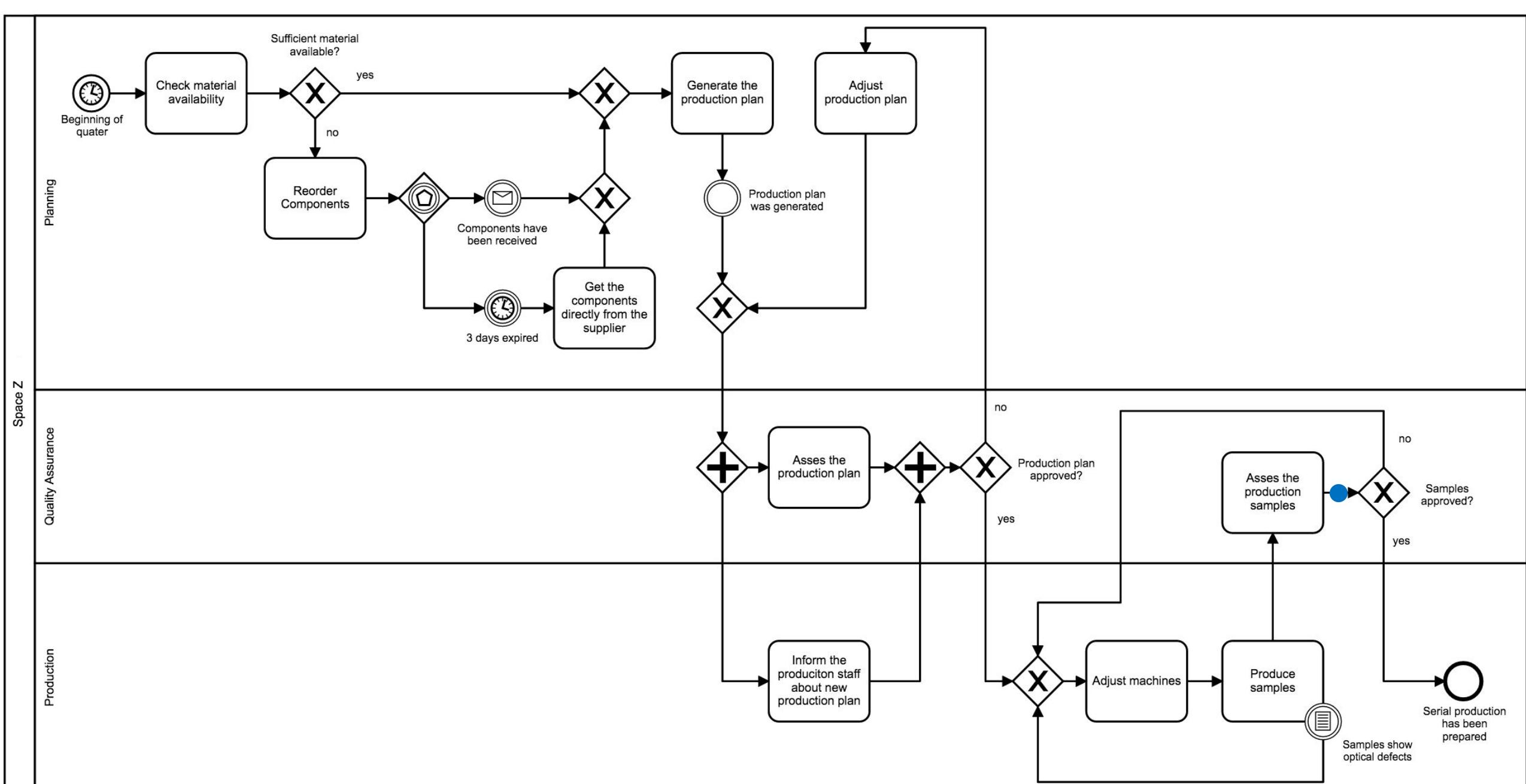




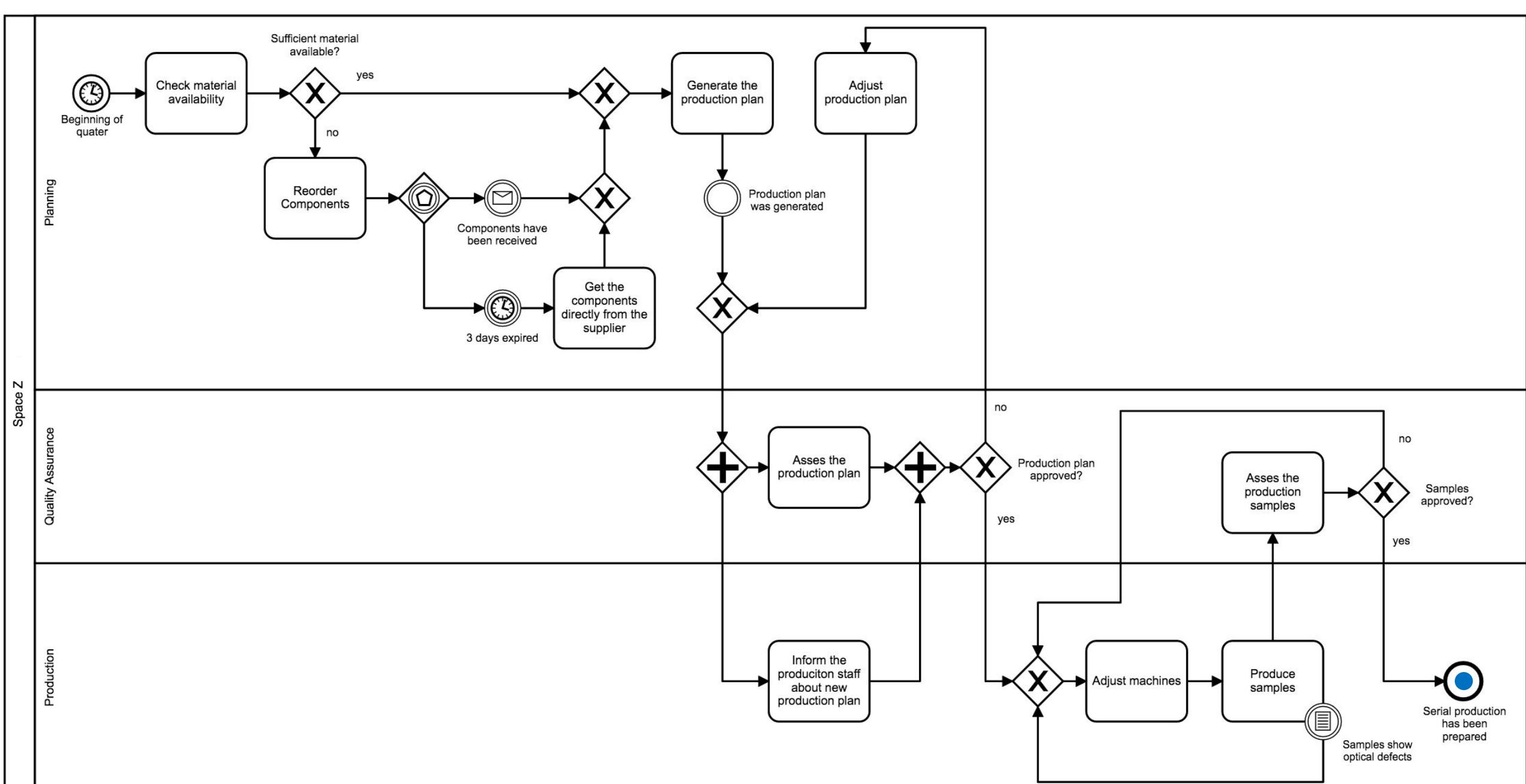








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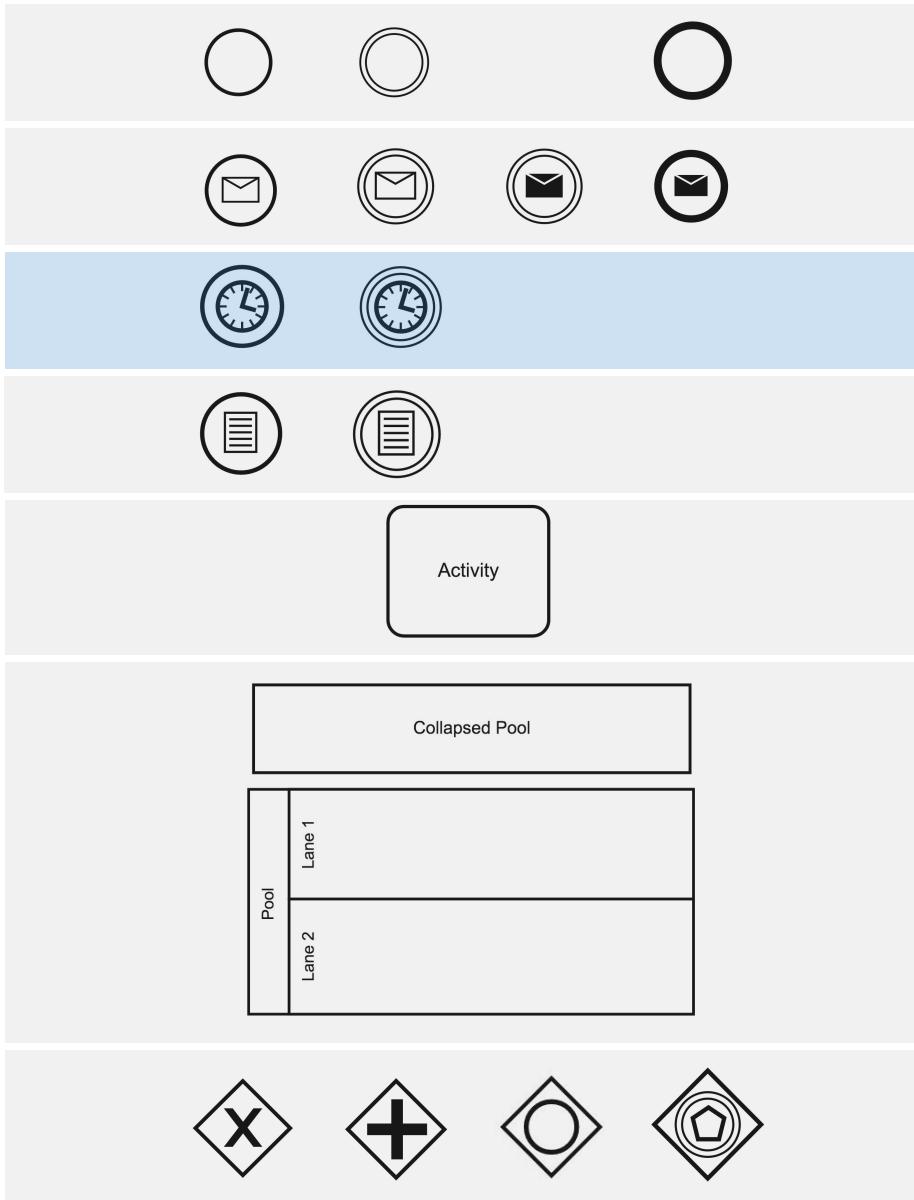




# Good Job!

process camp

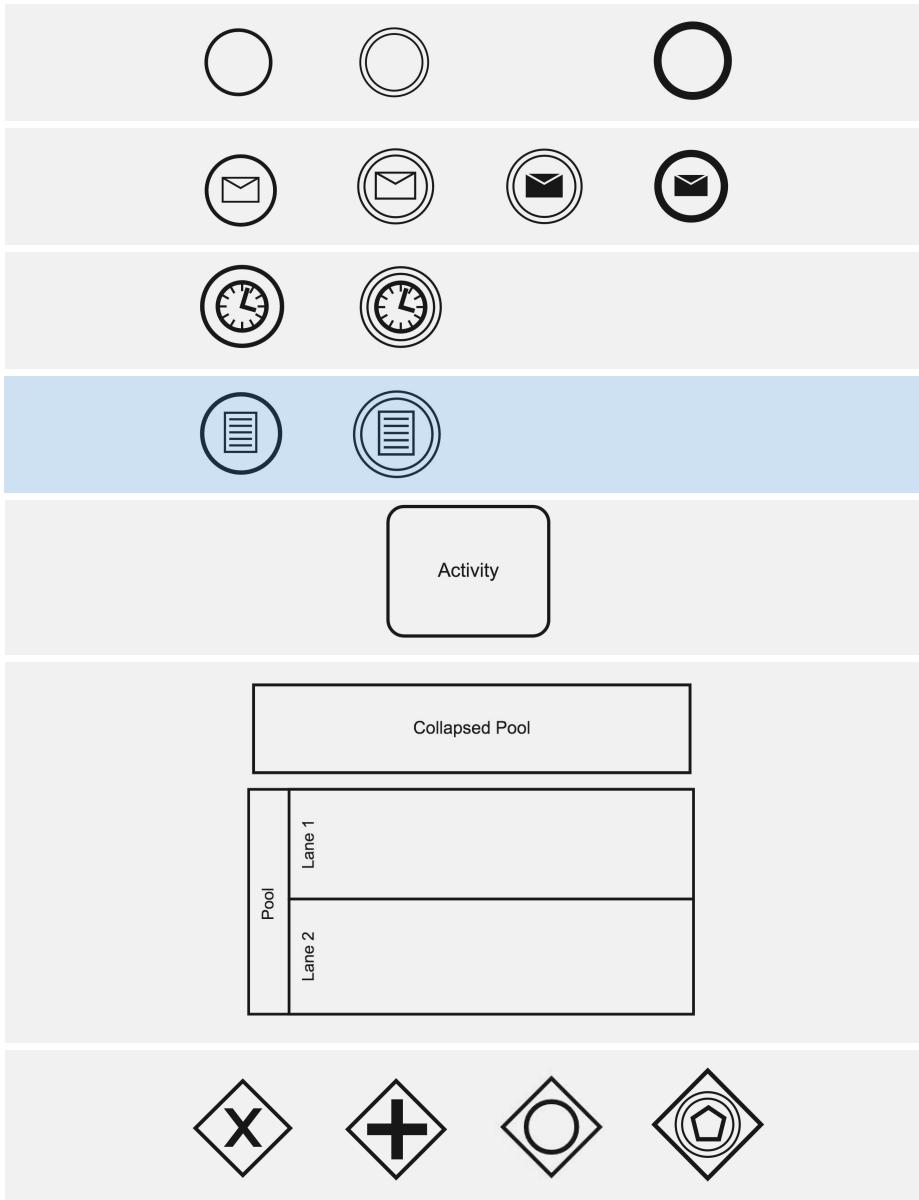
# BPMN Toolset



Timer Event



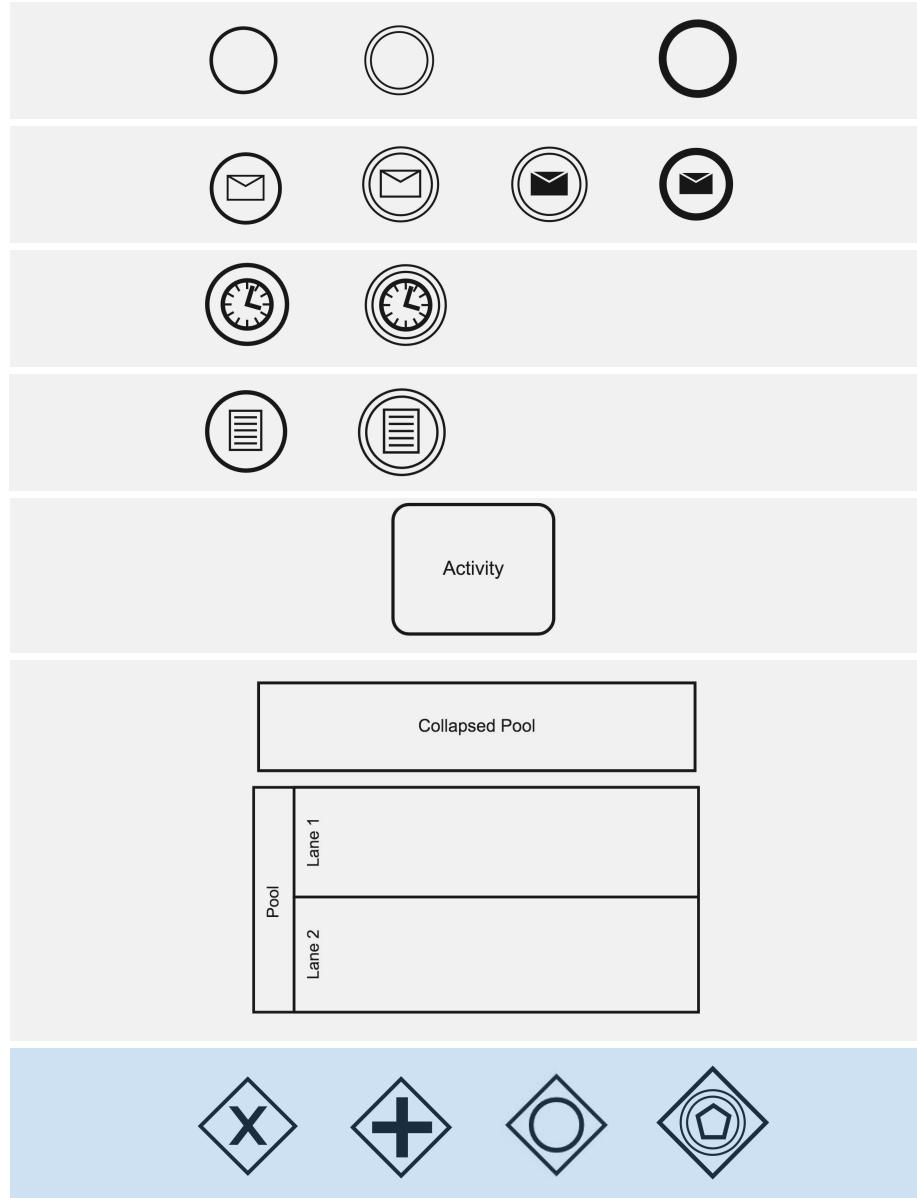
# BPMN Toolset



Conditional Event



# BPMN Toolset



Event Based Gateway ✓ process camp

# Exercise 4



The space ship is now ready for take off.

Space tourists are extremely demanding customers.

You are hired as a consultant to design  
the boarding process.

The CEO of “Space Z” tells you:

*"When the passenger arrives at the space station, the boarding team will perform the check-in. After that they will bring him or her to the waiting lounge. And - as we have very demanding passengers - the boarding team will offer him or her cold drinks and snacks. Thirty minutes before take off, the passenger will then be guarded safely on the space ship to his seat.*

*In the meantime, after the check-in, the cargo team will load the luggage of the passenger onto the cargo container. Now one of two events can occur. First, the cargo container may be fully loaded.*

*If this is the case, the cargo team will load the container onto the space ship. The second option is that only 30 minutes before take off are left. In this case, all containers – no matter if they are full or not - will be collected and then loaded onto the space ship. After both teams have completed their tasks, the space ship is ready for take off."*

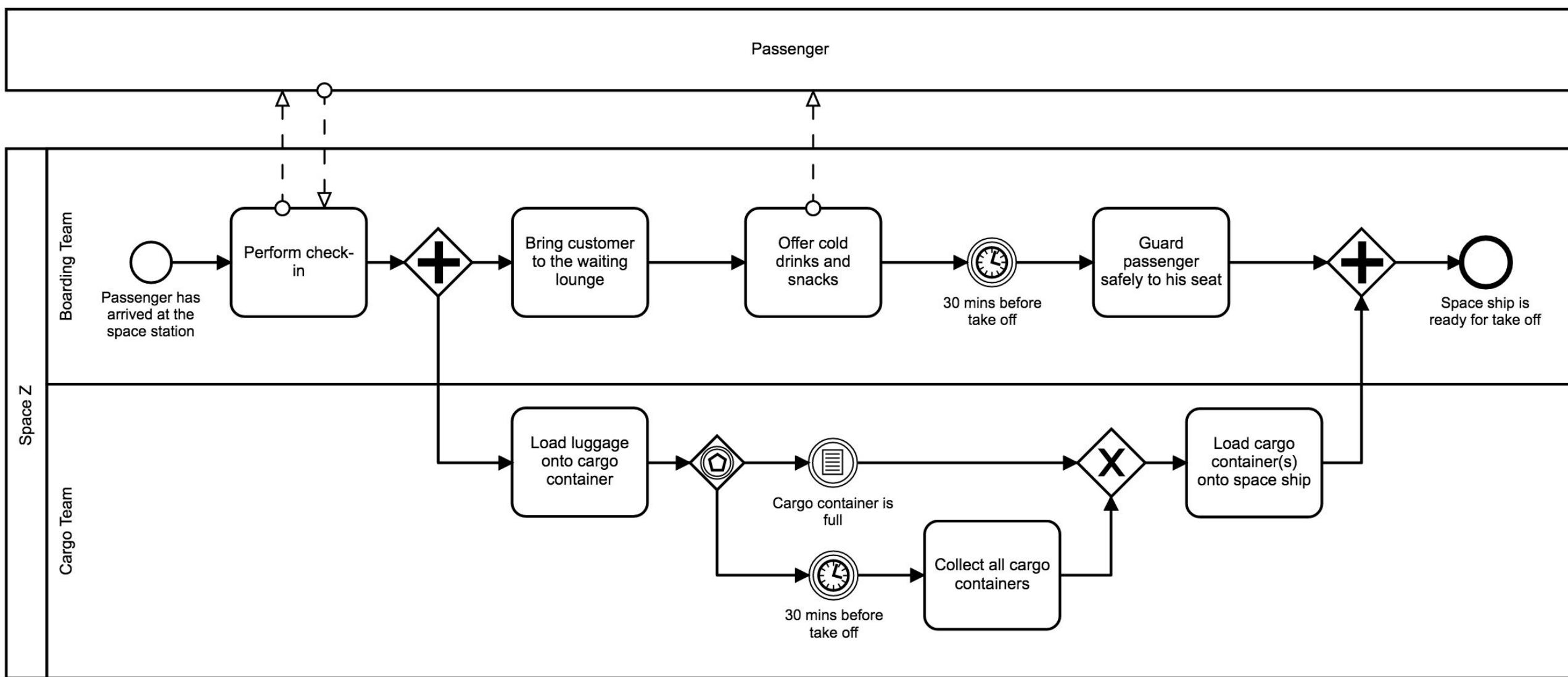
Find BPMN Modeling tool and Token Simulator  
here: [processcamp.io/profile/links](https://processcamp.io/profile/links)

If you have questions or get stuck, drop me  
a line at [fabian@processcamp.io](mailto:fabian@processcamp.io)

Pause the video now!

How did it go?

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