**[Key takeaways] Formal names of BPMN elements**

Do you recall the introduction where I told you that I will apply the Pareto principle and show you only the useful elements?

So far I wanted to help you understand the most useful BPMN elements without overburdening you with some strange names, but if you are preparing for the job interview they may care less about your practical knowledge than about answering the questions. **So - below you can the official names for what we were discussing.**

**There are 5 basic categories of elements in BPMN:**

1. Flow Objects
2. Connecting Objects
3. Swim Lanes
4. Data
5. Artifacts

**Flow Objects**are:

1. **Events**(we covered the **Start and End Events** with the basic types, there can be also **Intermediate Events** that take place during the process - kind of milestones; you will instantly recognize them as half way between start and end events as they are circles with double thin border)
2. **Activities**(this is just a category name for the **Tasks** and **Sub-Processes**)
3. **Gateways**(we covered the most common types)

**Connecting Objects**are:

1. **Sequence Flows** (please note BPMN allows some additional markers on the Sequence Flows we did not cover)
2. **Message Flows**
3. **Associations**
4. **Data Associations**

**Swim Lanes**are:

1. **Pools**
2. **Lanes**

**Data** elements are:

1. **Data Objects** (plus their 2 specific types we did not cover - see below)
2. **Data Inputs**
3. **Data Outputs**
4. **Data Stores**

**Artifacts**are:

1. **Text Annotations**
2. **Groups**

PS. Below you can find a graphic with a summary of those categories. Thanks for inspiration Sampath!

