

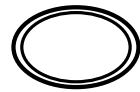
BPMN Events (bpmn-js)

Common Symbols • What they mean • When to use

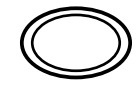
Start / Intermediate / Boundary / End



Start — generic process entry



Intermediate — wait or throw (Message / Timer / Signal / Conditional / Link / Escalation / Compensation)



Boundary — attached to a task/sub-process (interrupting or non-interrupting)



End — normal end (Message / Error / Escalation / Signal / Terminate variants)

Tip: Use Message when external communication is involved; Timer for schedules; Signal for broadcast; Conditional for data-driven triggers.



BPMN Activities & Gateways (bpmn-js)

Common Symbols • What they mean • When to use

Activities (work steps)



Task



User Task



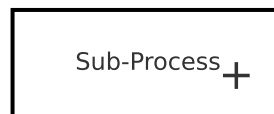
Service Task



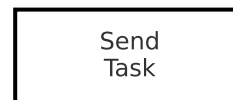
Script Task



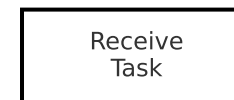
Call Activity



Sub-Process (collapsed)



Send Task



Receive Task

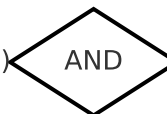


Business Rule Task

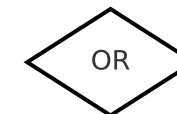
Gateways (routing)



Exclusive (choose one path)



Parallel (all paths)



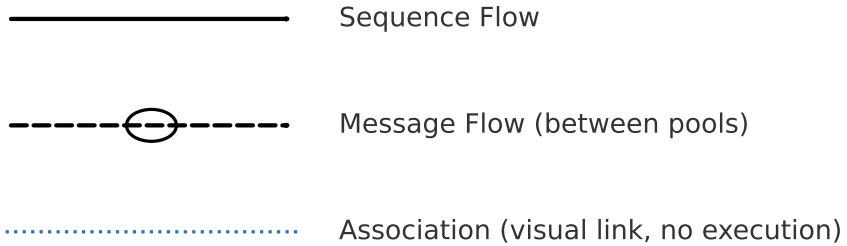
Inclusive (one or more paths)



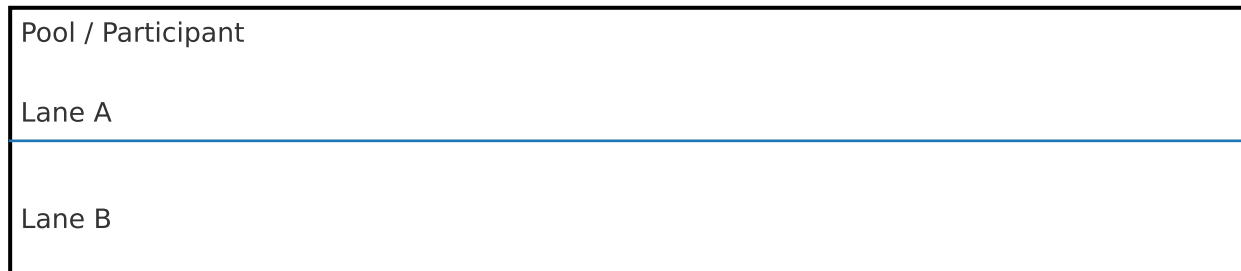
BPMN Flows, Swimlanes, Data & Artifacts (bpmn-js)

Common Symbols • What they mean • When to use

Flows

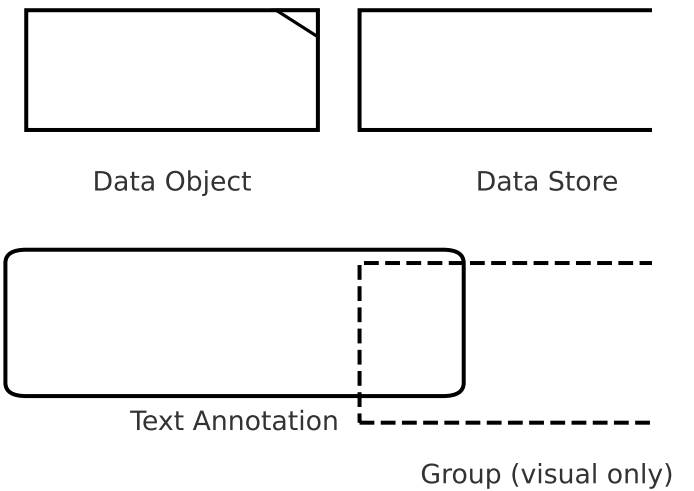


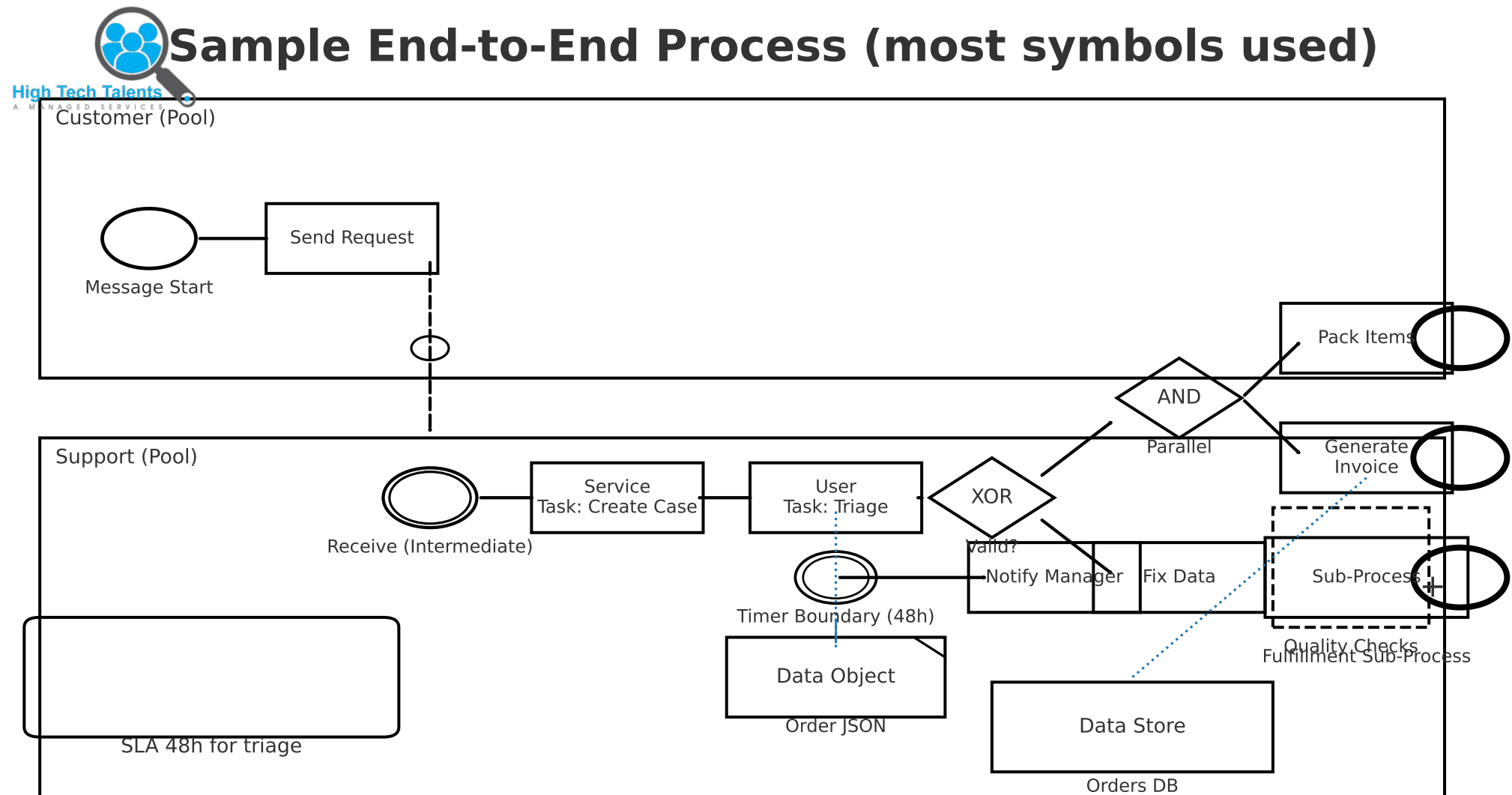
Swimlanes



Message flows may only connect elements in different pools.

Data & Artifacts





Sample shows: Message start, intermediate message, service/user tasks, boundary timer, XOR & AND gateways, sub-process, message flow, data object/store, annotation, group, multiple ends.