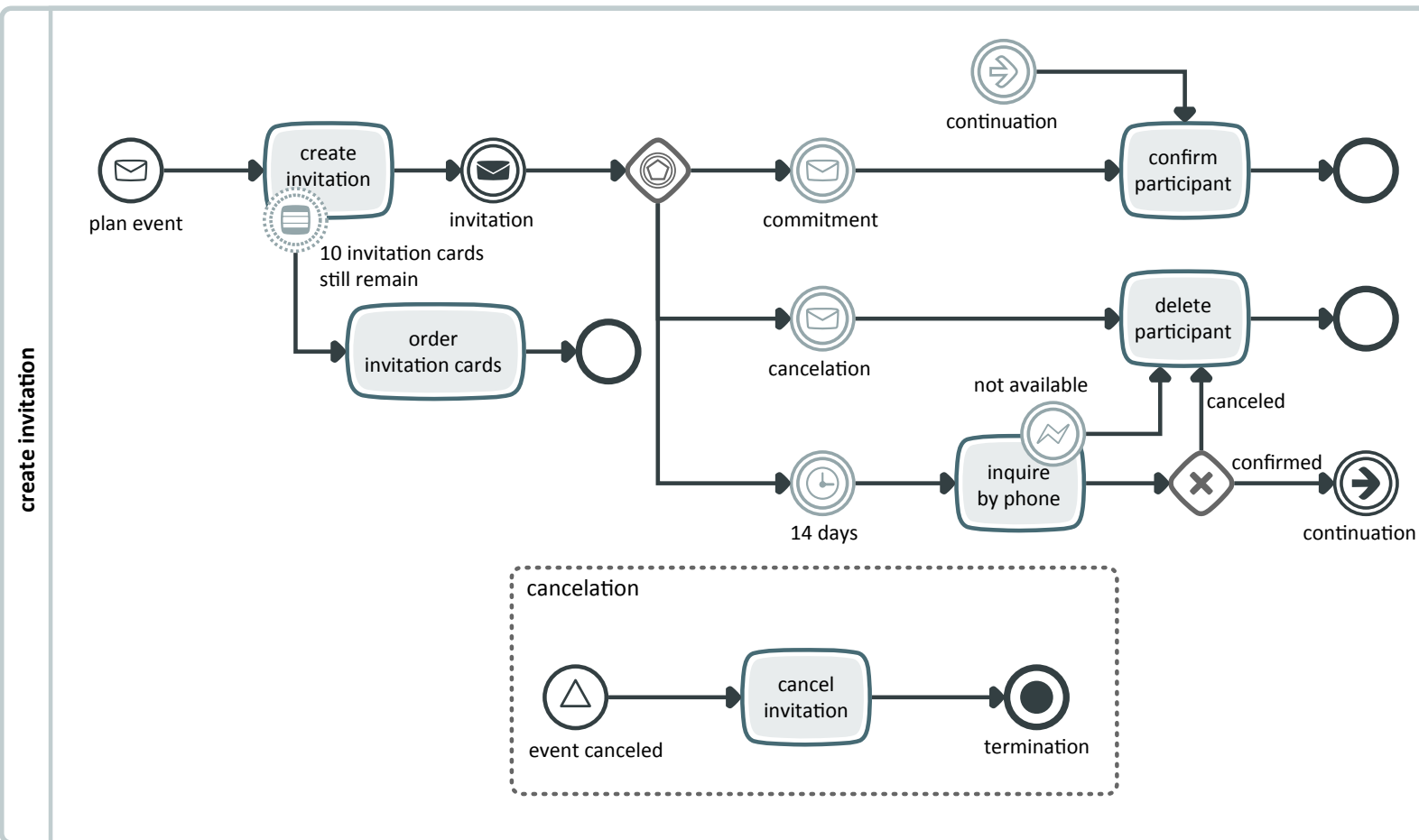




Events

Events: represent all incidents within a process. An event may be used as a start, intermediate, interrupting and end event.



	Start Event	Intermediate Event Caught	Intermediate Event Thrown	Interrupting Boundary Event Connected	Non-Interrupting Boundary Event Connected	Interrupting Subprocess-Start Event	Non-Interrupting Subprocess-Start Event
None							
Message							
Signal							
Timer							
Conditional							
Escalation							
Error							
Compensation							
Cancel							
Terminate							
Link							
Multiple							
Parallel Multiple							

Intermediate Event
caught thrown

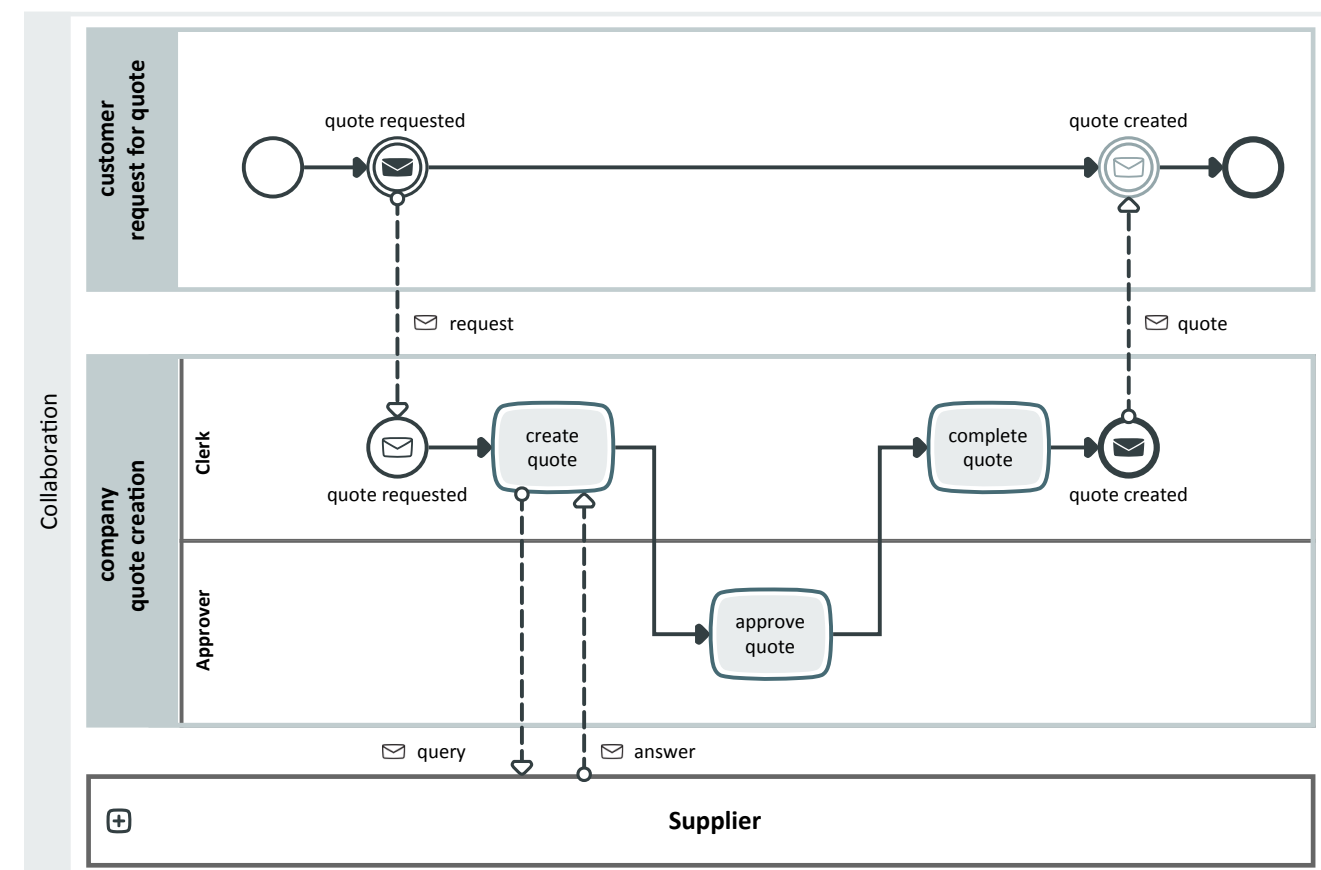
Start Event End Event

Processes and Collaborations

Collaboration: describes the interaction between participants (in this example: customer, company and supplier).

Process: describes the flow of activities in an organization (in this example: quote creation).

Lane: represents the responsibilities within a process like involved roles or systems (in this example: clerk and approver).



Edges and connectors

Sequence Flow
Shows the flow in a process. The sequence flow cannot cross a pool boundary but can switch between lanes.

Message Flow
Shows the flow of messages between two participants. It can start or end at a participant or at any element of the process. It always goes beyond participant borders.

Association
Is mainly used as data association for modeling data flows. For modeling compensations it is used as compensation association.

Default Flow
Is traversed if none of the conditions after a gateway is true.

Conditional Flow
A means to attach a condition to a sequence flow that does not belong to a gateway.

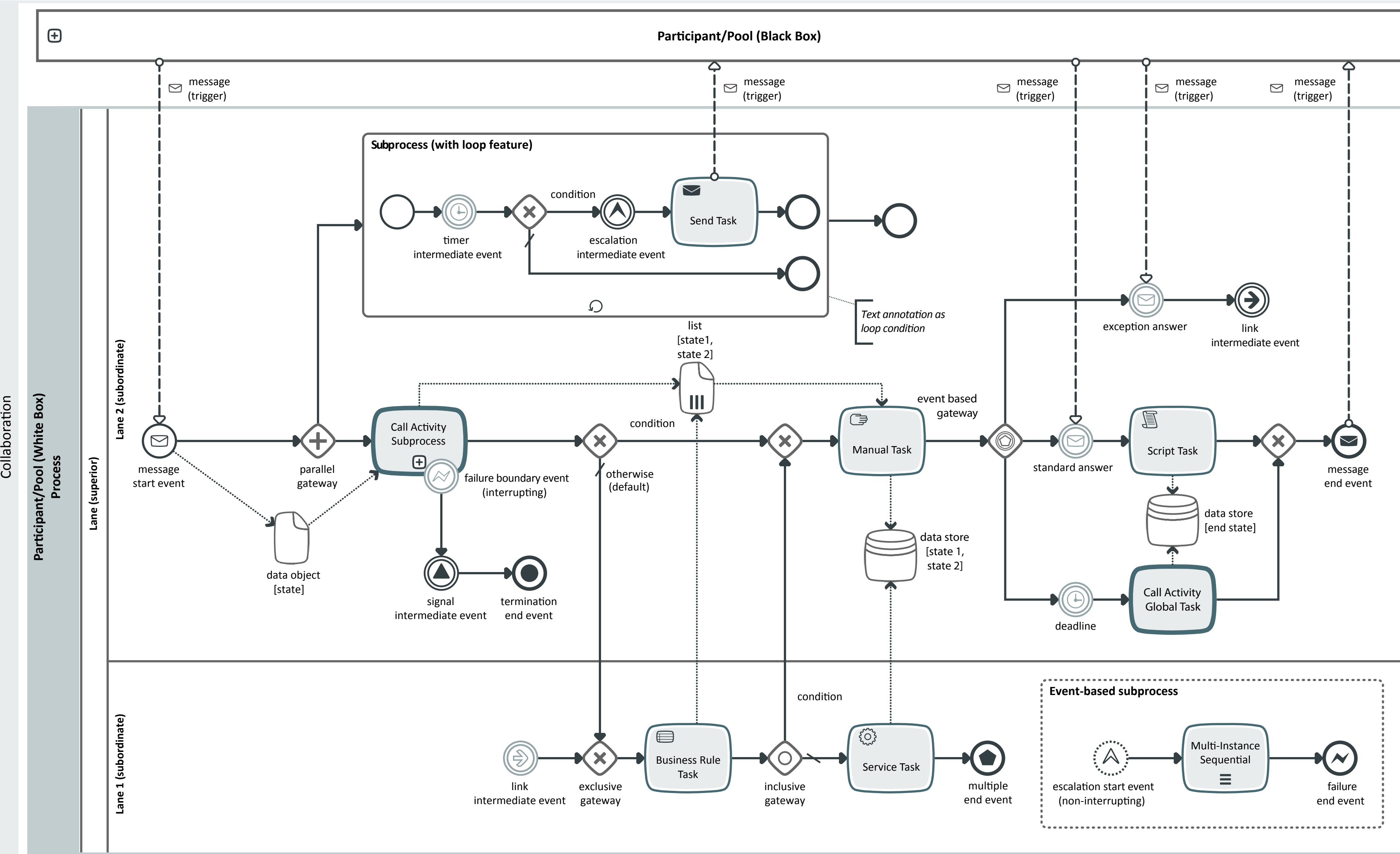
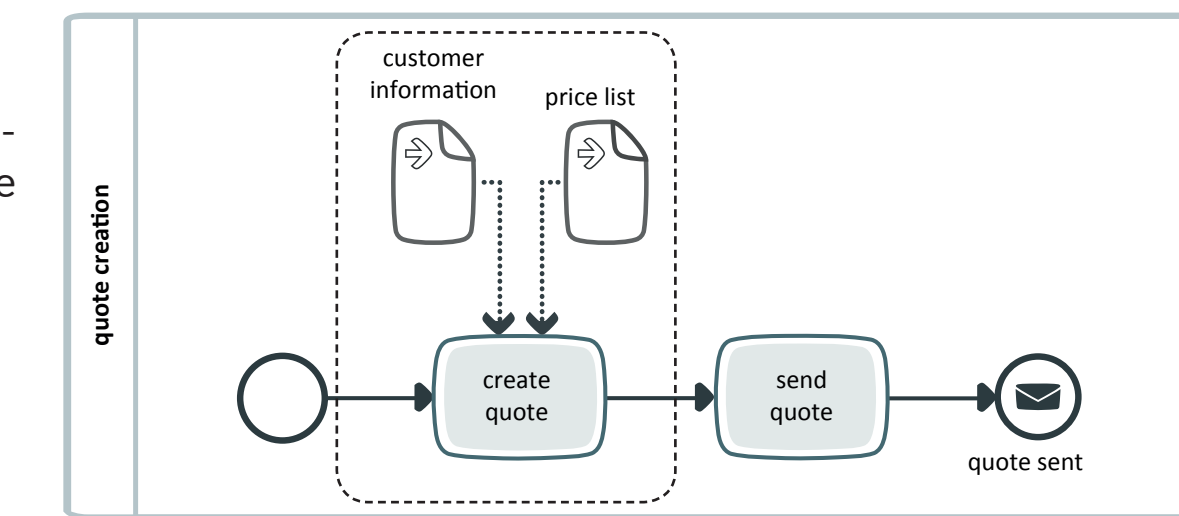
Artifacts

Text annotation

Text annotations enable to capture important additional information.

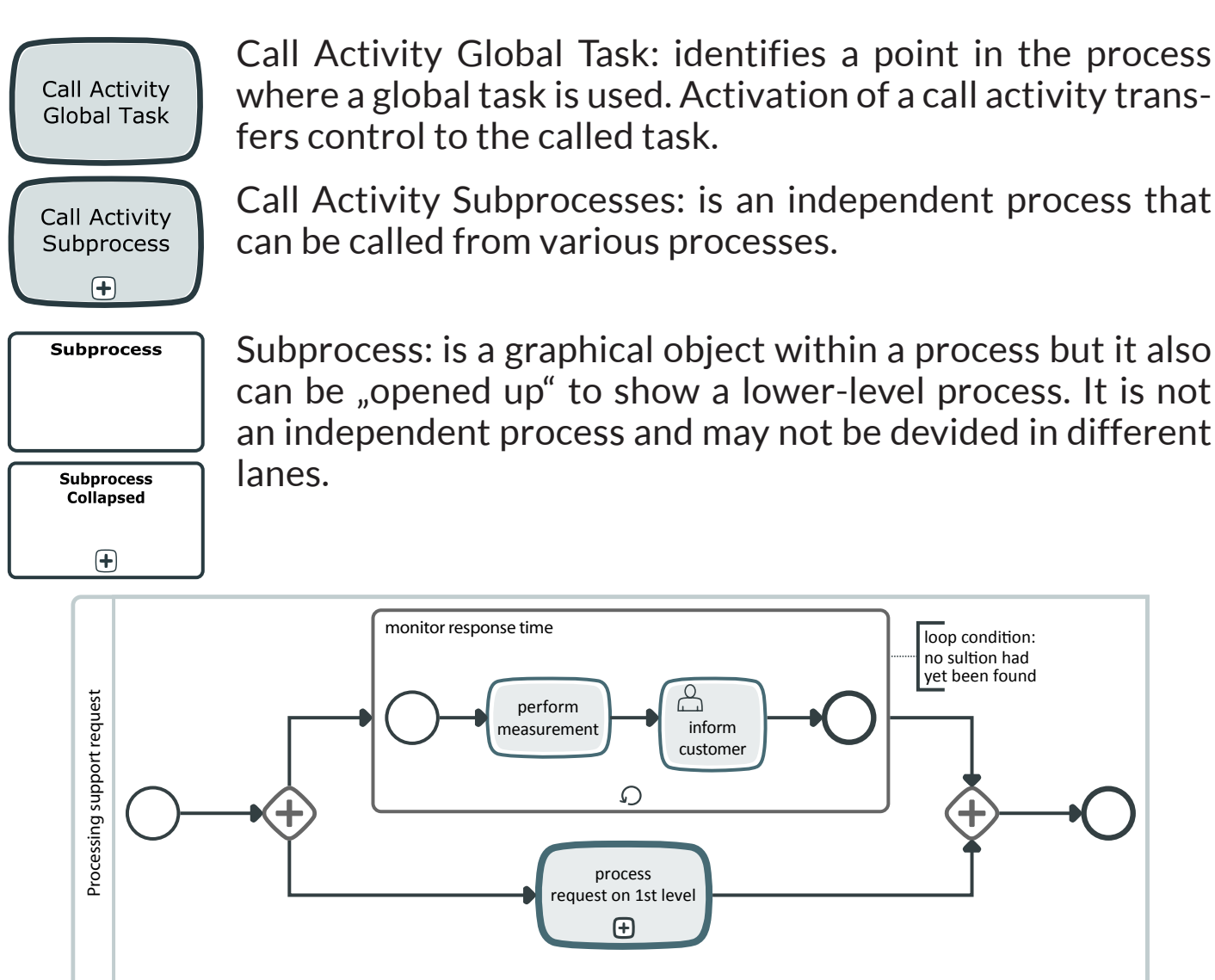
Groups

Groups help to structure elements and do not influence the process flow.



Activities

- Task**: Task: represents a single step in a process or a work unit.
- Manual Task**: Manual Task: is expected to be performed without the aid of any business process execution engine or any application.
- User Task**: User Task: is executed by a user with the assistance of a software application.
- Service Task**: Service Task: is performed automatically. From a technical point of view, it is a call of a service operation.
- Business Rule Task**: Business Rule Task: provides a mechanism for the process to provide input to a business process engine.
- Script Task**: Script Task: is executed by a business process engine.
- Send Task**: Send Task: sends messages and complies with the semantics of an intermediate event for messages thrown.
- Receive Task**: Receive Task: receives messages and complies with the semantics of an intermediate event for messages caught.



Markers for Tasks and Subprocesses

This activity implies a subprocess.

Loop: repeats the performance as long as the loop condition is met.

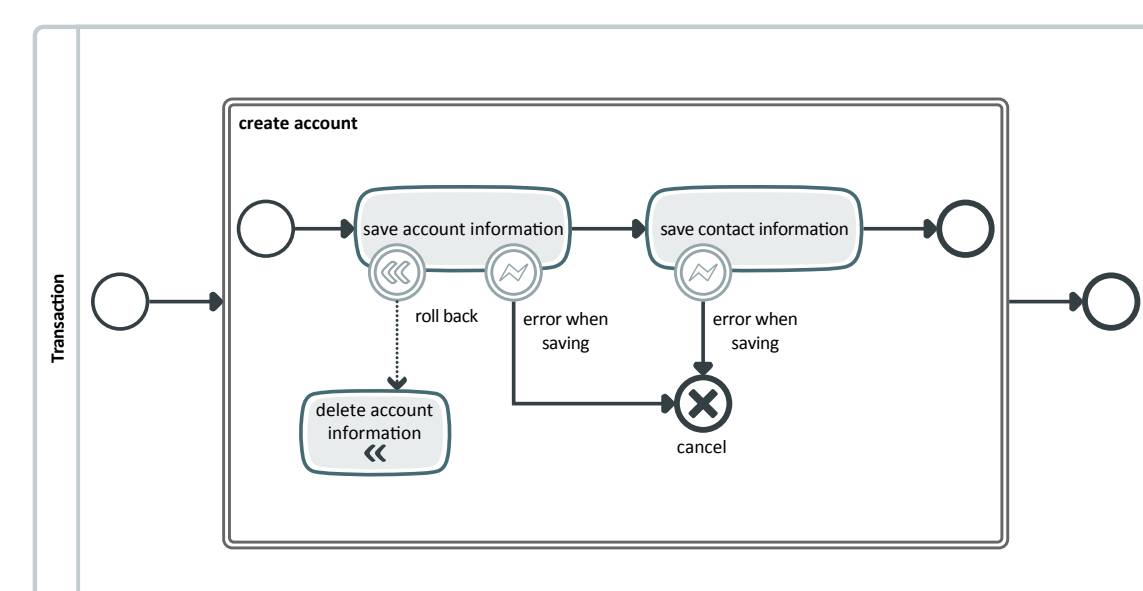
Multi-Instance Parallel: multiple, simultaneous execution for a number of objects.

Multi-Instance Sequential: multiple, sequential execution for a number of objects.

Compensation: undoes steps which have already been successfully completed.

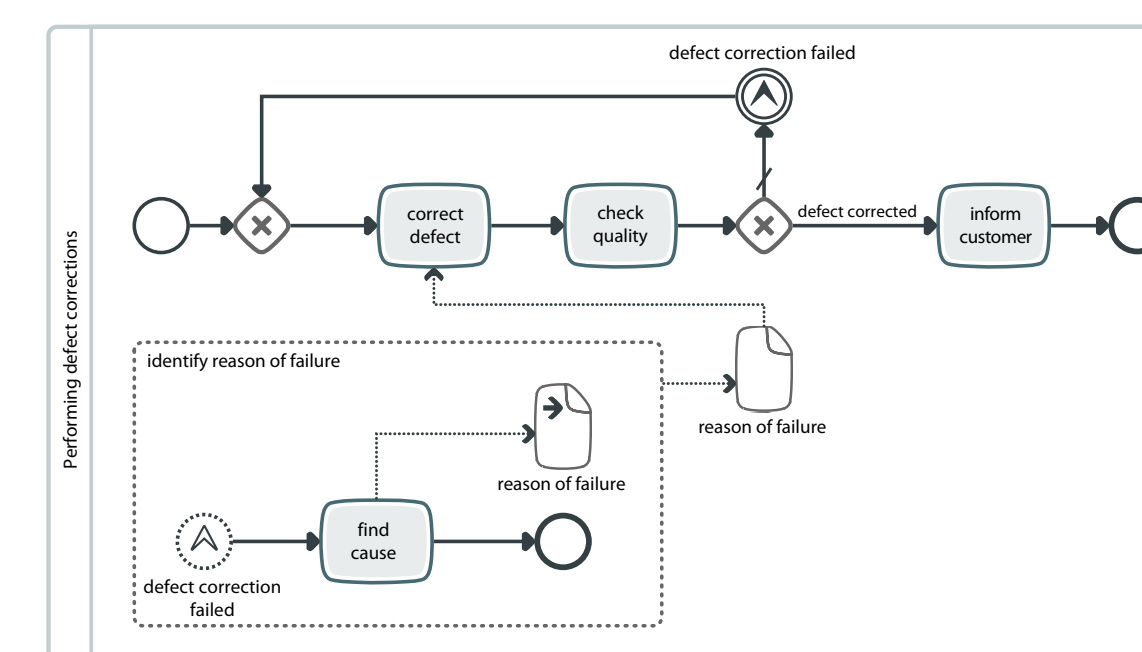
Ad-hoc: whether and how often an activity is performed is left to the discretion of the person responsible.

Transaction: Transactions: are subprocesses which require special actions to be taken in case of failure or hazard.

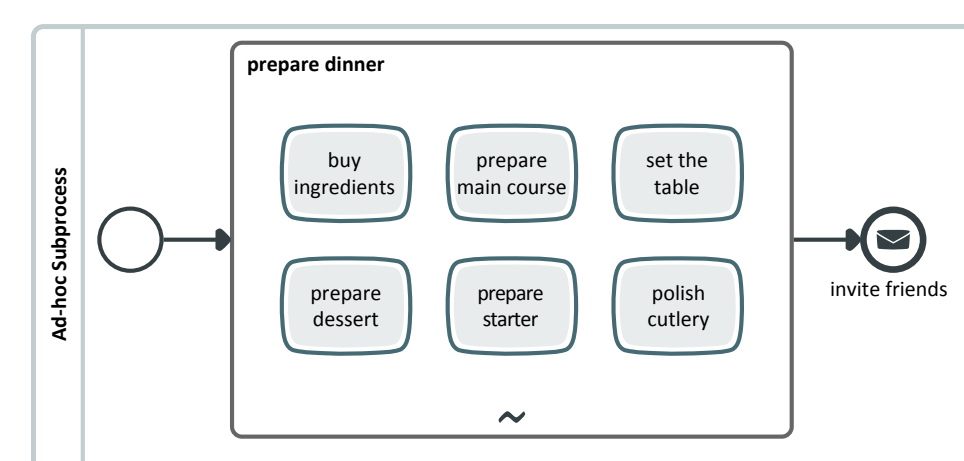


Compensation Association
occurs outside the normal sequence flow and connects a compensation event with a compensation activity at a roll back.

Event Subprocess: Event-based subprocess: is started by an external event. It does not have any incoming or outgoing sequence flows.



Ad-hoc Subprocess: Ad-hoc Subprocess: do not impose a sequence on its contained activities. The sequence and number of performances of the activities is up to those persons or resources doing the work.



Data

Data Object

A data object represents data which is relevant for the process. They can only be referenced inside the process.

Data Input

Data Inputs represent data which has to be passed to a process or subprocess from the outside i.e. the calling process for further processing.

Data Output

Analogous to the data input the data output represents data which is returned from the process or subprocess to the calling process.

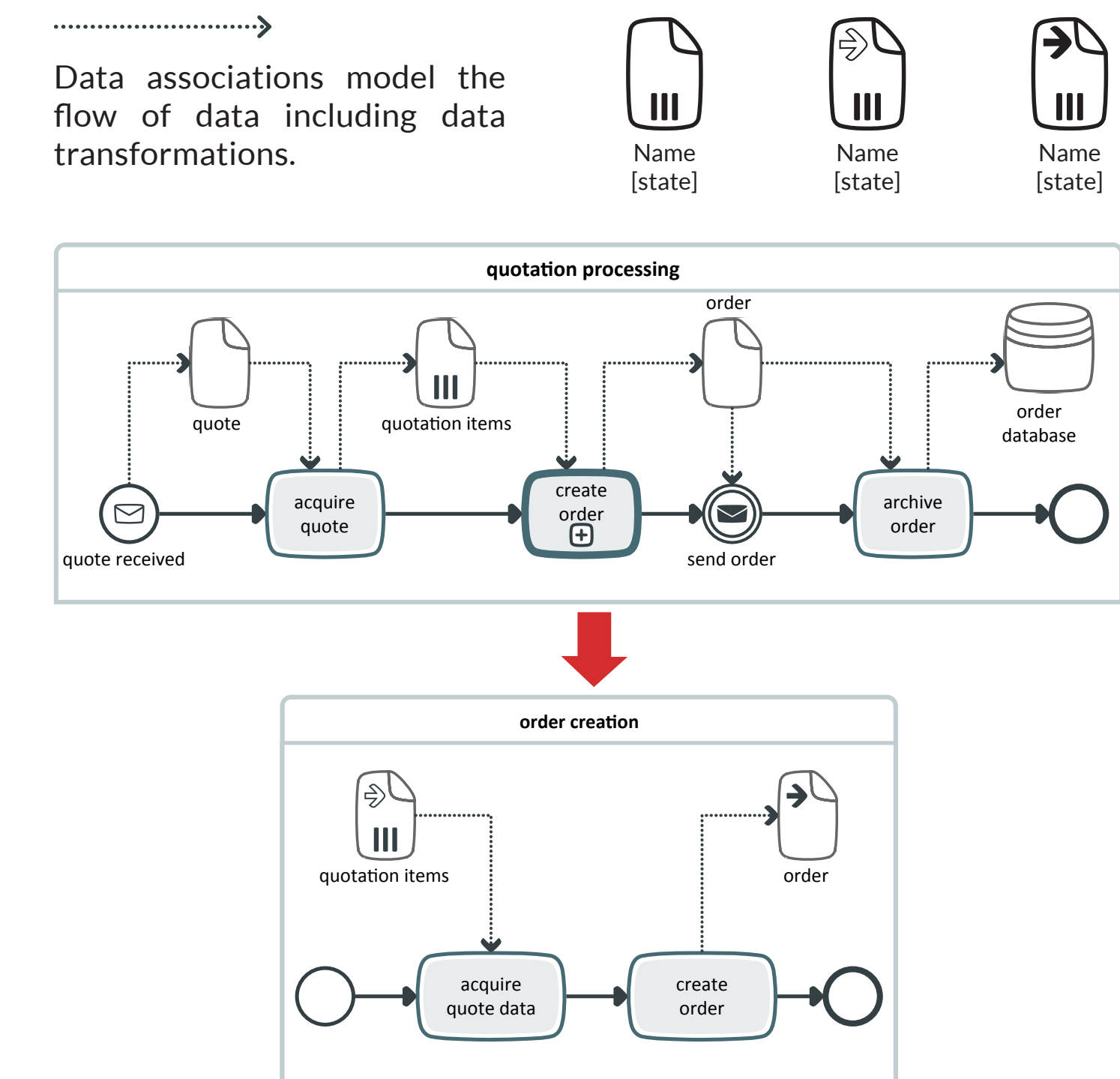
Data Store (Reference)

Using a data store (reference) instead of a data object emphasizes that the data used is persistent rather than transient data and that it is accessible from different processes rather than having a local scope.

Data Association

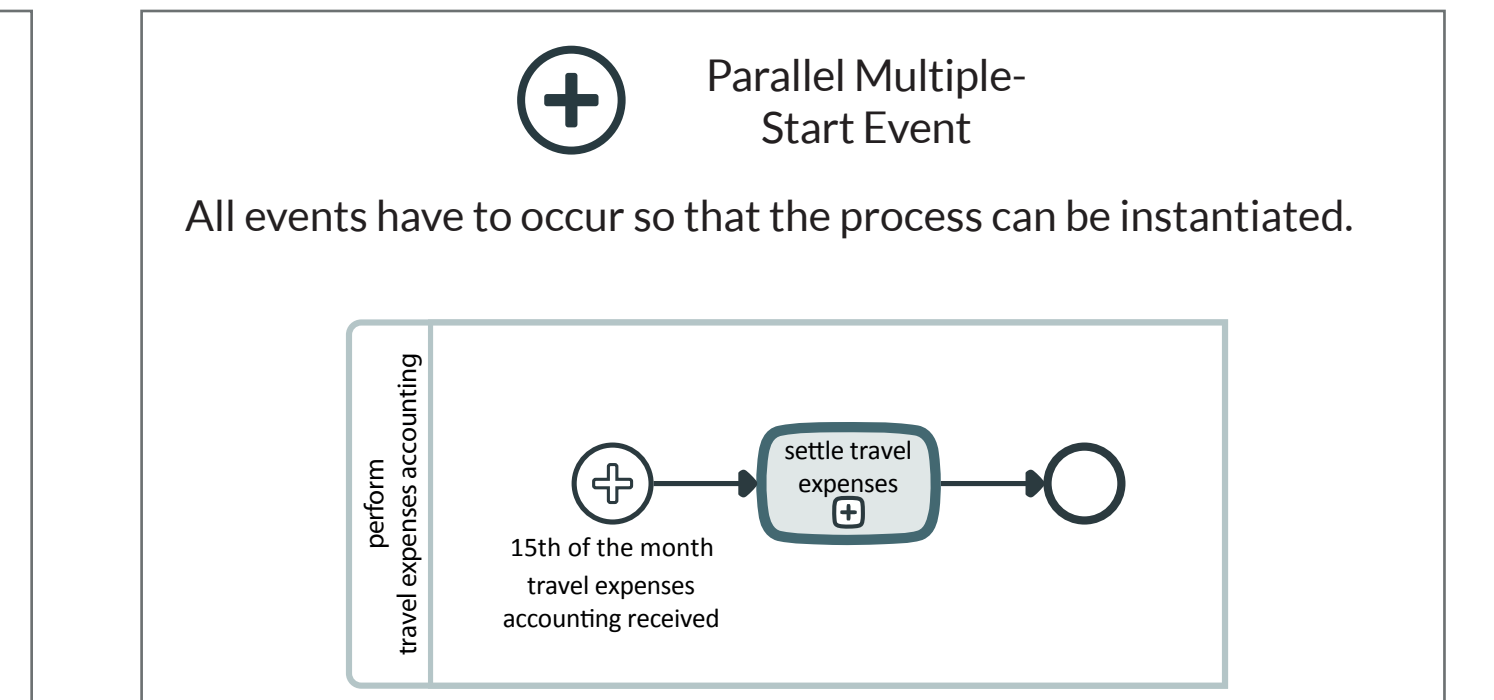
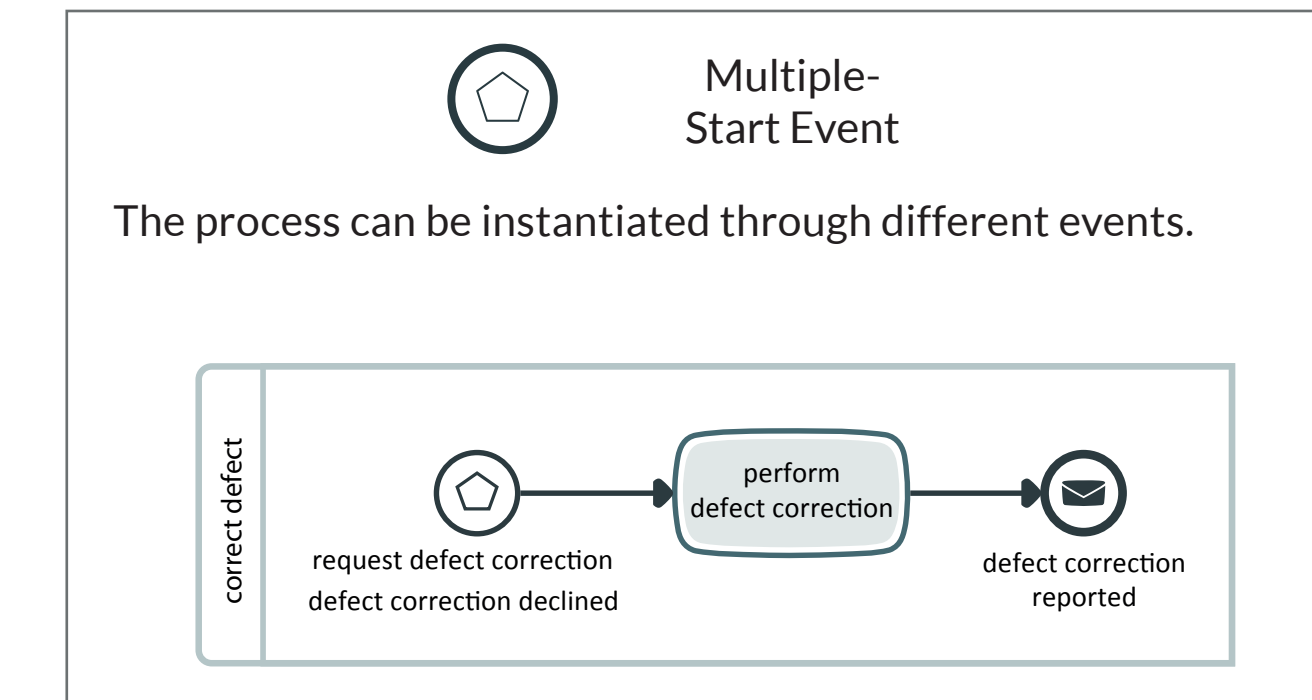
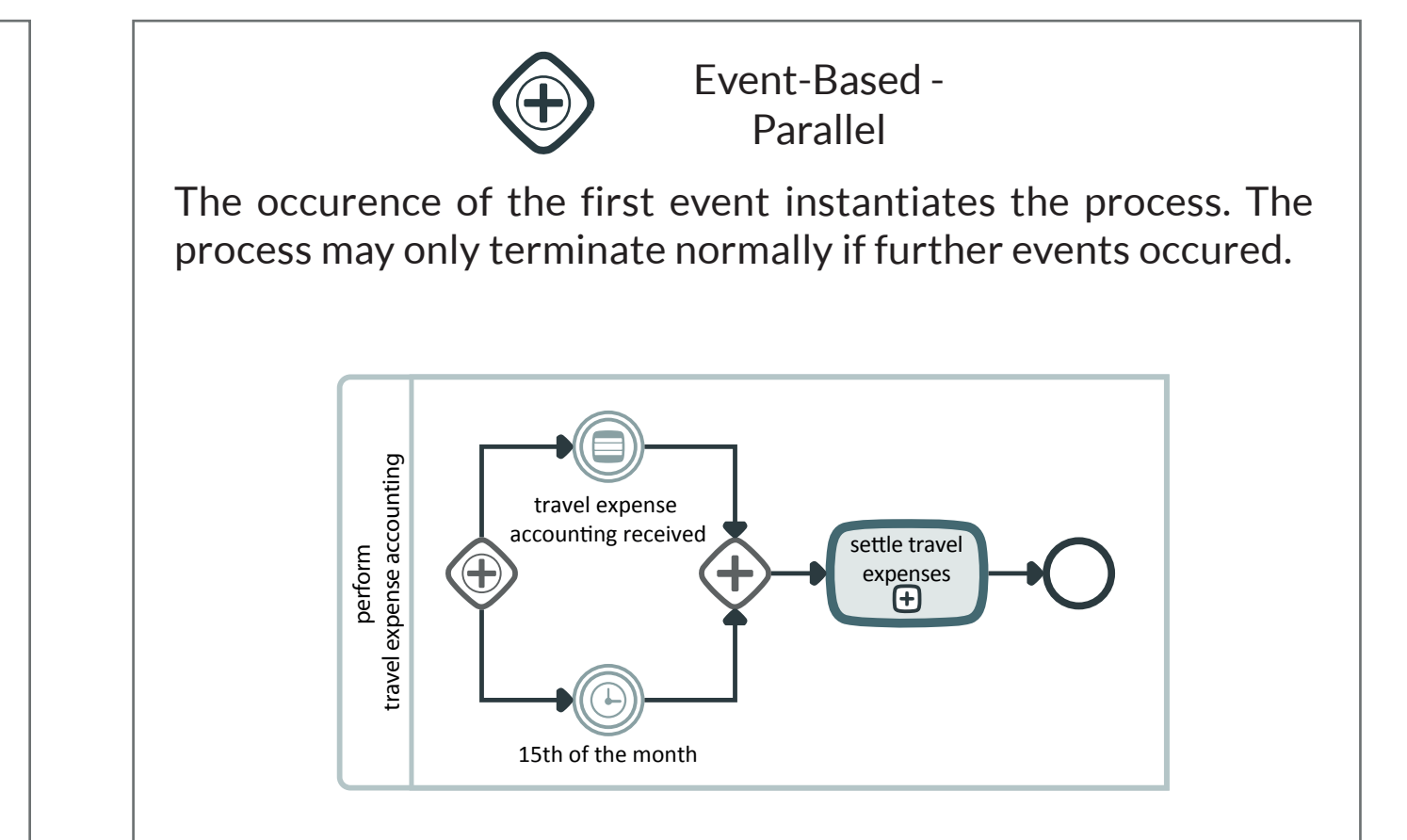
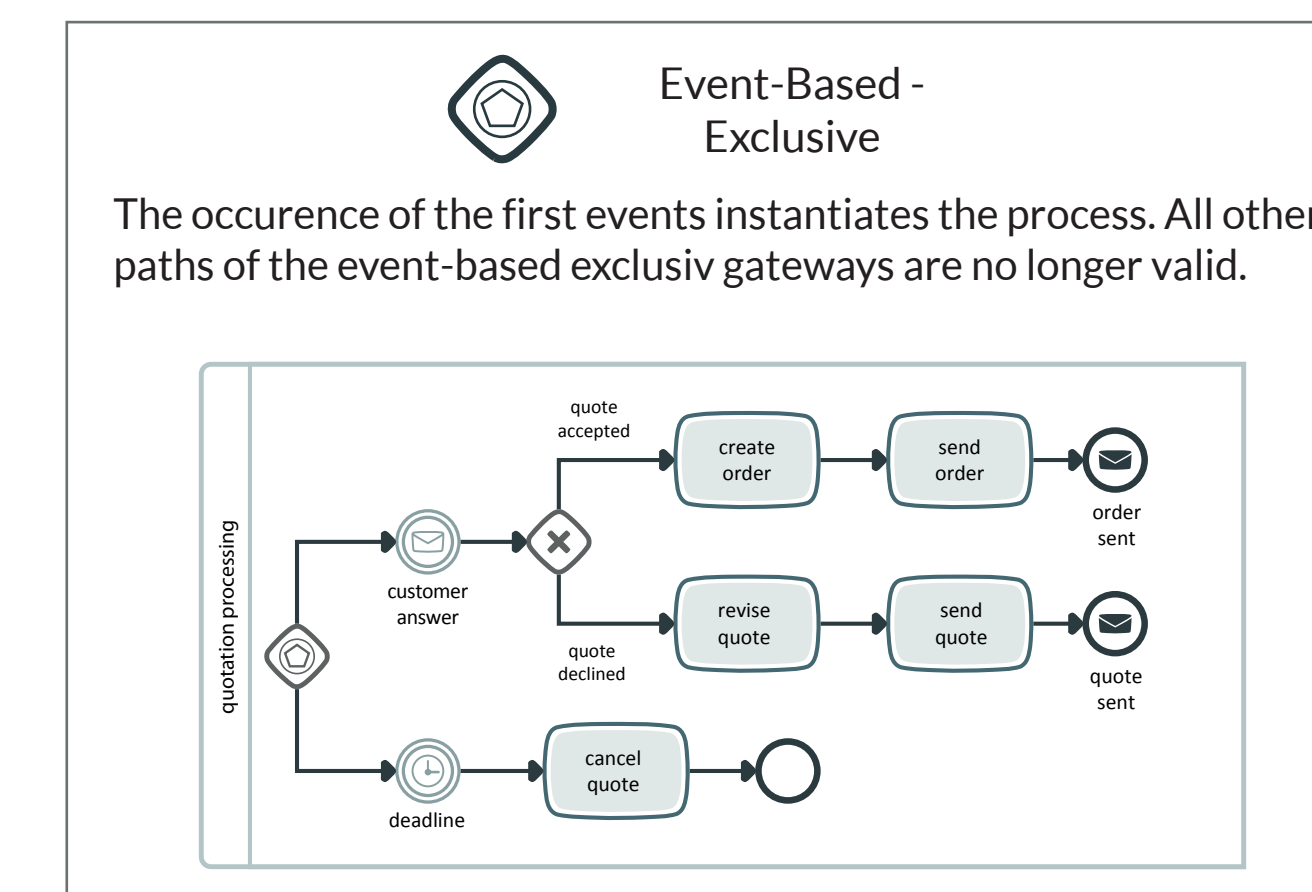
Data associations model the flow of data including data transformations.

List of data objects



Instantiation

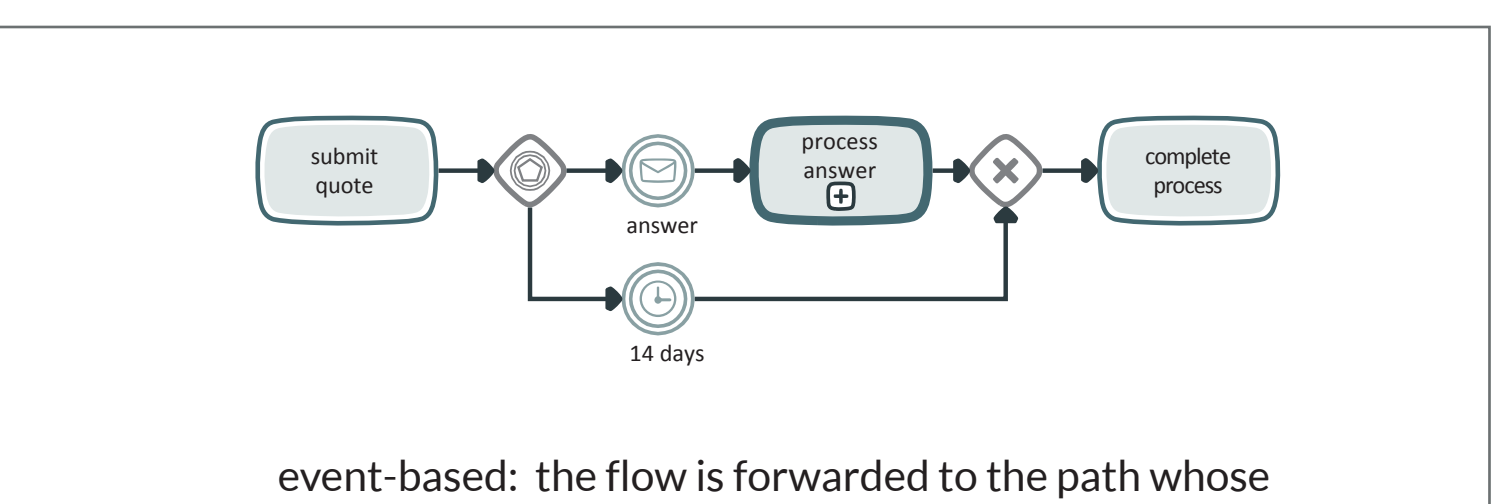
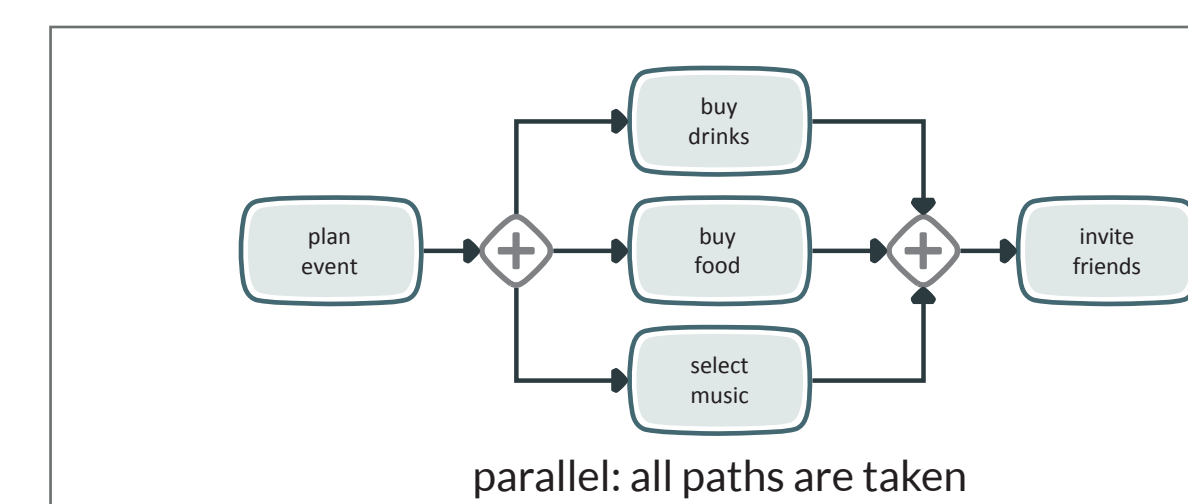
Instantiation: is mainly relevant in the process automation realized by gateways and events.



Gateways

Gateways are used to control how the process flows through sequence flows as they converge and diverge within a process.

- data-based exclusive (either OR)**: only one path can be taken
- inclusive (OR/AND)**: none, one or more paths can be taken
- parallel (AND)**: all paths are taken
- complex**: can be used to model complex synchronization behavior
- event-based exclusive**: one path is taken depending on the first occurring event



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