BPMN – Bussiness Process Model Notation

Este doar un standart de notatii

Este o metodologie ce contine anotatii pentru bussiness events

Bussiness process – serie de pasi repetabili facuti de echipa, om, system etc. pentru a ajunge la un rezultat concret

**Event**

Sunt chestii care au loc in timp, la un moment concret

Un event este ceva care are loc in proces si porneste o actiune cocnreta

[Start Event](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/start-event.html) – porneste procesul



[Intermediate Event](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/intermediate-event.html) – ceva ce se petrece in timpul procesului, ca trimiterea unui email



[End Event](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/end-event.html) – finisarea eventului



Putem avea mai multe start si end events intr-un proces

# Start Event

start event None Start Event

start event 1 Interrupting - Message Start Event – acest event se porneste odata ce a primit un mesaj de la un alt proces ce il va porni pe acesta

start event 2 Non-interrupting - Message Start Event

start event 3 Interrupting - Timer Start Event – incepe un event la o ora sau odata la un interval stabilit(repetitiv)

start event 4 Non-interrupting - Timer Start Event

start event 6 Interrupting - Conditional Start Event

start event 7 Non-interrupting - Conditional Start Event

start event 8 Interrupting - Signal Start Event – porneste un alt event si asteapta sa primeasca mesaj de la el

start event 9 Non-interrupting - Signal Start Event

start event 10 Interrupting - Multiple Start Event

start event 11 Non-interrupting - Multiple Start Event

start event 12 Interrupting - Parallel Multiple Start Event

start event 13 Non-interrupting - Parallel Multiple Start Event

start event 14 Interrupting - Escalation Start Event

start event 15 Non-interrupting - Escalation Start Event

start event 16 Interrupting - Error Start Event

start event 17 Interrupting - Compensation Start Event

# Intermediate Event

intermediate event 1 Interrupting - None Intermediate Event

intermediate event 2 Catch - Message Intermediate Event

intermediate event 3 Interrupting - Boundary - Catch - Message Intermediate Event

intermediate event 4 Non-interrupting - Boundary - Catch - Message Intermediate Event

intermediate event 5 Throw - Message Intermediate Event

intermediate event 6 Timer Intermediate Event

intermediate event 7 Interrupting - Boundary - Timer Intermediate Event

intermediate event 8 Non-interrupting Boundary - Timer Intermediate Event

intermediate event 9 Conditional Intermediate Event

intermediate event 10 Interrupting - Boundary - Conditional Intermediate Event

intermediate event 11 Non-interrupting - Boundary - Conditional Intermediate Event

intermediate event 12 Catch - Signal Intermediate Event – porneste un event extern, din alta diagrama si va continua cand acel event va termina

intermediate event 13 Interrupting - Boundary - Catch - Signal Intermediate Event

intermediate event 14 Non-interrupting - Boundary - Catch - Signal Intermediate Event

intermediate event 15 Interrupting - Boundary - Throw – e folosit cand procesul a fost pornit de un

asa intermediate event 13 si odata ce se ajunge la el, il va anunta

intermediate event 16 Catch - Multiple Intermediate Event

intermediate event 17 Interrupting - Boundary - Catch - Multiple Intermediate Event

intermediate event 18 Non-interrupting Boundary - Catch - Multiple Intermediate Event

intermediate event 19 Throw - Multiple Intermediate Event

intermediate event 20 Catch - Parallel Multiple Intermediate Event

intermediate event 21 Interrupting - Boundary - Catch - Parallel Multiple Intermediate Event

intermediate event 22 Non-interrupting Boundary - Catch - Parallel Multiple Intermediate Event

intermediate event 23 Catch - Escalation Intermediate Event

intermediate event 24 Interrupting - Boundary - Catch - Escalation Intermediate Event

intermediate event 25 Non-interrupting - Boundary - Catch - Escalation Intermediate Event

intermediate event 26 Throw - Escalation Intermediate Event

intermediate event 27 Boundary - Catch - Error Intermediate Event

intermediate event 28 Boundary - Catch - Compensation Intermediate Event

intermediate event 29 Throw - Compensation Intermediate Event

intermediate event 30 Catch - Link Intermediate Event

intermediate event 31 Throw - Link Intermediate Event

intermediate event 32 Boundary - Catch - Cancel Intermediate Event

end event 1 None End Event

end event 2 Message End Event

end event 3 Signal End Event

end event 4 Multiple End Event

end event 5 Escalation End Event

end event 6 Error End Event – eror care receptioneaza o eroare

end event 7 Compensation End Event

end event 8 Cancel End Event

end event 9 Terminate End Event

**Tasks**

Ceva ce trebuie facut, un fel de pas facut in proces

 Abstract Task -



 Service Task – chestii automatizate de system, in backed, ca Java. Fara lucru de om, doar de sytem



 Send Task



 Receive Task



 User Task - Deci, un om concret face lucrul ,de ex completeaza forma etc.



 Manual Task – facute de user, cu mana, fara IT.



 Business Rule Task



 Script Task



**Gateway**

Ne ajuta sa luam decizii, unde sa mergem in bussiness diagram

Ele separa event in mai multe branches sau bucati

 Exclusive Gateway - without Marker



 Exclusive Gateway - with Marker(either or) – alege o conditie care e true si o urmeaza, doar una



 Inclusive Gateway(Or) – se executa toate conditiile care sunt true, deci nu e neaparat ca una doar sa fie true, dar cel putin una



De ex:

cond1: if credit > 1000

cond2: if credi > 10000

credit = 10000, deci ambele sunt true si ambele se vor executa

 Parallel Gateway – se executa mai multe taskuri in paralel, toate unite la el. Pana nu termina toate executia, nu se merge mai departe. Nu au conditii



 Complex Gateway

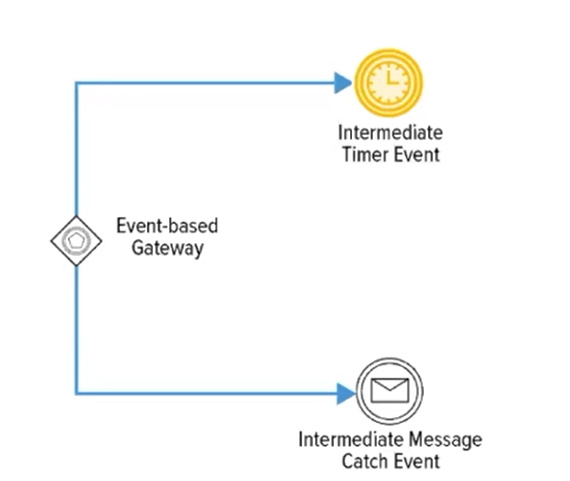


 Event-Based Gateway



 Event-Based Gateway to Start a Process – e unit la mai multe events si cel care termina primul, va anunta si cu acela se va merge mai departe





 Parallel Event-Based Gateway to Start a Process

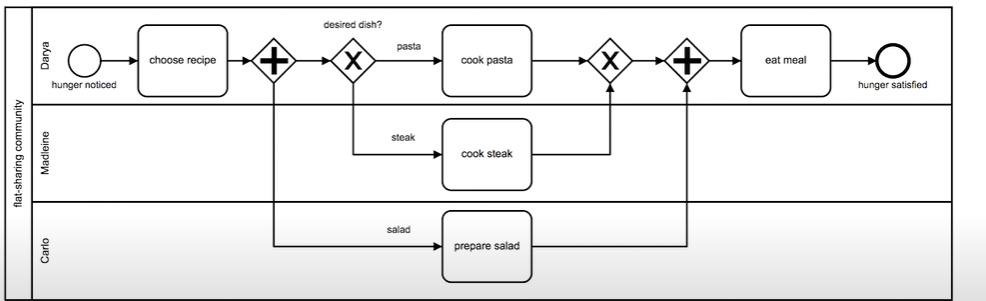


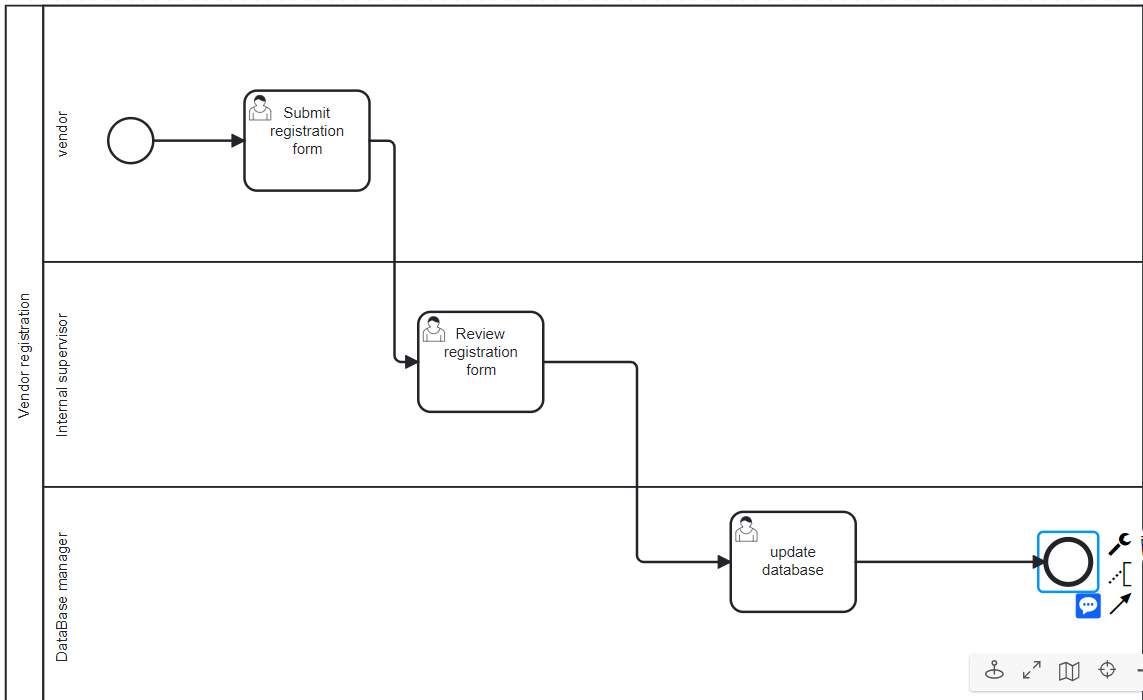
**Swimlane Basics**



**Pool** – container pentru a reprezenta un untreg proces de la A la Z, si are un participant ce are acces la intregul pool

**Line** – o parte din proces, care poate fi separat in dependenta de ceva, de ex, de userul care o foloseste, de persoana care o foloseste, sau gen un line per rol ce face o actiune din proces etc. Este doar ceva mai mult asbtract, procesul nu e influentat propriu zis nicidecum. E folosit pentru a categoriza procesul, de ex pe departamanete . Userul initial are acces la intregul pool





# Flow

[flow 1](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/sequence-flow.html) [Sequence Flow](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/sequence-flow.html)

[flow 2](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/message-flow.html) [Message Flow](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/message-flow.html)

[flow 3](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/association.html) [Association](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/association.html)

[flow 4](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/data-association.html) [Data Association](https://cloud.trisotech.com/bpmnquickguide/bpmn-quick-guide/data-association.html)

**Subprocess**

 Collapsed Sub Process



Subprocess – cheama o grupa de procese, diferite, sau un proces diferit

Spre deosebire de event subrpocessor, in collapsed sub process, un event apare in timpul taskului

**Sub Event Process**

 Non-interrupting - Message - Event Sub-Process - Collapsed



 Interrupting - Message - Event Sub-Process - Collapsed



 Non-interrupting - Timer - Event Sub-Process - Collapsed



 Interrupting - Timer - Event Sub-Process - Collapsed



 Non-interrupting - Conditional - Event Sub-Process - Collapsed



 Interrupting - Conditional - Event Sub-Process - Collapsed



 Non-interrupting- Signal - Event Sub-Process - Collapsed



 Interrupting - Signal - Event Sub-Process - Collapsed



 Non-interrupting - Multiple - Event Sub-Process - Collapsed



 Interrupting - Multiple - Event Sub-Process - Collapsed



 Non-interrupting - Parallel Multiple - Event Sub-Process - Collapsed



 Interrupting - Parallel Multiple - Event Sub-Process - Collapsed



 Non-interrupting - Escalation - Event Sub-Process - Collapsed



 Interrupting - Escalation - Event Sub-Process - Collapsed



 Interrupting - Error - Event Sub-Process - Collapsed



 Interrupting - Compensation - Event Sub-Process - Collapsed



**Boundary events**

**Task vs event**

A task is an action or activity that is performed by a role, and an event is something that happens or triggers a change in the process.

**Best practices**

Daca folosim un gateway pentru a intra in mai multe elemente, folosim tot unul pentru a iesi din ele, si ele sa fie identice

