Activites Gateways

Task

A task is a work-unit. An additional | marks an activitiv as a collapsed subprocess.

Transaction

A transaction is a group of activities which belong together logically. A transaction protocol can be indicated.

Event subprocess A event-subprocess will be placed within another subprocess. It is triggered by a start event and can interrupt the surrounding subprocess or it can be executed in parallel, according to the type of its start

Call activities A call-activity represents a globally defiined subprocess or a globally defined task, which is used in the current process.

describe the character of a

Manual

Service

Script

Business rule

Task types

task:

Markers

describe the execution behaviour of activities:

|+| Subprocess

Parallel multiple task



task

Compensation

Sequence flows

Sequence flow

defines the succession of the execution.

Default flow

will run through if all other conditions are not met

Conditional flow



contains a condition which defines when this flow will run through and when not.

Exclusive gateway



At a splitting gateway, the sequence flow will leave according to the splitting condition at one of the outgoing paths. At a merging gateway the process will wait for one of the incoming paths to activate the outgoing sequence flow.

Event-based gateway



This gateway is always followed by catching events or receive tasks. After the gateway, the path that receives the event first is used.

Parallel gateway



When the sequence flow is split, all outgoings paths are activated simultaneously. At the merge the process will wait for all incoming paths before activating the outgoing sequence flow (synchronization).

Inclusive gateway

According to the condition, one or more outgoing paths are activated, respectively incoming paths are synchronized.



Complex gateway

Splitting and merging behaviour that is not depicted by any other gateways.



Exclusive event-based

gateway (instantiating) As soon as one of the following events occurs, the process is started.



Parallel event-based gateway (instantiating)

Only if all preceding events occur will the process be started.

Data



A dataobject represents information that flows through the process, such as documents, e-mails or letters.



A data-input is an external input for the whole process. It can be read by an activity. A data-output is a variable that is produced as a

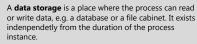
result of a whole process.



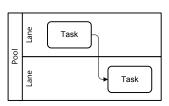
Data

storage

A list-data object represents a group of information, e.g. a list with order positions.



A message depicts the content of a communication between two participants.



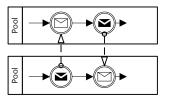
Participants

Pools and **Lanes** represent responsability for activities. A pool or a lane can be an organisation, a role or a system.



Message flow

symbolizes the information exchange. Message flows can be attached to pools. activities and message events.



The **sequence** of the information exchange can be specified by combining message and sequence flows.

Artifacts



(directed) Association

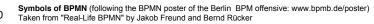


links artifacts and flow objects.

summarizes elements optically Individual symbols

Grouping

Individual symbols can be used as artifacts.



	Catching events						Throwing events	
	Start events Intermediate events						The process trip	End events
	The process is started by the event.	The event subprocess is started, the parent process canceled.	The event subprocess is started, the parent process is not canceled.	The process continues only, if the event occurs.	The event is reacted to, the activity is canceled.	The event is reacted to, the activity is not canceled	The process triggers the event and continues immediately.	The process triggers the event at the end of the process path.
	? →	?▶	<u>(?)</u> →	→ ?) →	(?)	(2)	→ ?•	→ ②
None: Untyped events; none intermediate events can mark a change of status.							0	0
Message: Receiving and sending of messages.			(<u>\(\text{\tin}\text{\tex{\tex</u>					
Timer: Cyclic timer event, points in time, or time spans.			((())			(D)		
Conditional: Reacting to changed conditions and relation to business rules.								
Link: Two associated link events represent a sequence flow.								
Signal: Signaling across different processes. A signal can be reacted to several times.			(🛆)			(<u>(</u>)		
Error: Triggering and treatment of defined errors		\otimes						⊗
Escalation: Reporting to the next higher level of responsibility.		\triangle	(<u>A</u>)			(A)		igoremsize
Terminate: Triggers the immediate termination of the process.								
Compensation: Handling or triggering of a compensation.		\bigcirc						4
Cancel: Reaction to canceled transactions or triggering of cancelations.								\otimes
Multiple: Occurence of one of several events; triggering of all events.			(🗘)			()		•
Parallel multiple: Occurence of all events.	4	4	((+))			(+)		

