Flowable Hands-on Exercise: Timer Event

Scenario: Leave Request Approval with Escalation

An employee submits a **Leave Request**, and the manager is expected to approve it **within 2 days**. If the manager does not act within this time, the request is **automatically escalated** to HR.

This exercise will demonstrate how to:

- **⊘** Use a **Boundary Timer Event** to set a deadline.
- \checkmark Escalate the process if the timer expires.
- ✓ Configure different Timer Event types in Flowable.

Step 1: Create a New BPMN Process in Flowable

- 1. Open Flowable Modeler.
- 2. Create a new **BPMN Process Model** named **Leave Request Process**.
- 3. Set Process ID as leaveRequestProcess.

Step 2: Define the Process Flow

1 \$\infty\$tart Event

- Drag a **Start Event** onto the canvas.
- Name it Leave Request Submitted.

2 ☐ User Task (Manager Approval)

- Drag a User Task and name it Approve Leave (Manager).
- Assign it to managers.

3 Timer Boundary Event (Escalation)

- Drag a Timer Boundary Event onto the Approve Leave (Manager) task.
- Set the timer expression to PT48H (48 hours timeout).

4 Escalation to HR

- Drag a User Task named Escalate to HR.
- Assign it to hr.
- Connect the **Timer Boundary Event** to this task.

5 End Events

- Add an **End Event** for both:
 - o **Approved** path (when the manager approves).
 - o **Escalated** path (when the timer expires).

Step 3: Configure Timer Event

- Select the **Timer Boundary Event**.
- Set **Timer Definition Type** to **Duration**.
- Enter the value:

```
PT48H (ISO-8601 format for 48 hours)
```

Alternative timer formats:

- **Specific Date:** 2025-04-01T10:00:00Z
- **Recurring:** R3/PT24H (repeats 3 times, every 24 hours)

Step 4: Deploy and Test

- 1. Deploy the process in Flowable.
- 2. Start a new process instance with:

```
{
   "employeeName": "Alice",
   "leaveDays": 5
}
```

- 3. Observe the following behaviors:
 - o If the **manager approves within 48 hours**, the process ends normally.
 - o If **no action is taken**, the timer triggers, and the request is **escalated to HR**.

Expected Behavior

ScenarioManager ActionOutcomeApproves within 48 hours✓ YesLeave ApprovedNo response in 48 hoursX NoRequest escalated to HR