

Dynamic Cases

1. Create a Stage

Let's start structuring the case in stages. Create a new stage that is outside of the current tasks.

1. Look for the 'Stage' component in the palette on the left side. This is the rectangle with cut corners on the top right
2. Drag and drop the Stage into the empty space in the Case Plan Model.
3. Save the model to validate the result.

2. Name the Stage 'Preparation'

Please rename the Stage to 'Preparation'.

1. Double-click on the Stage.
2. Change the name of the Stage to 'Preparation'.
3. Save the model to validate the result.

3. Move the tasks into the Stage

Expected relation Add to Inventory to be inside Preparation but did not found

Move the 'Purchase Scooter' and 'Add to Inventory' tasks into the 'Preparation' Stage.

1. Click on the 'Purchase Scooter' task.
2. Press and hold the shift key and click on 'Add to Inventory' task to select the second task as well.
3. Drag and drop the selections into the new Stage.

4. Create a second Stage and name it 'Active'

In the next step we need to do the same again, only this time for the 'Rent Scooter' task. Create a new Stage and name it 'Active'.

1. Look for the 'Stage' component in the palette on the left side.
2. Drag and drop the Stage into the empty space in the Case Plan Model.
3. Double-click on the Stage.
4. Change the name of the Stage to 'Active'.
5. Save the model to validate the result.

5. Move the tasks into the Stage

Expected relation Rent Scooter to be inside Active but did not found

Now you need to move the 'Rent Scooter' tasks into the 'Active' Stage.

1. Click on the 'Rent Scooter' task.
2. Drag and drop the 'Rent Scooter' task into the new Stage.

6. Create a Sentry between the Stages

Add a Sentry so that the 'Rent Scooter' task is only active after the 'Preparation' Stage has finished.

1. Click on the 'Preparation' Stage to see the quick draw menu.
2. Grab the 'empty' diamond (top one) from the right menu and drag it onto the 'Active' Stage. You can see a green border around the Stage when you are in the right position.
3. Let the diamond go and it will draw the Sentry.
4. Save the model to validate the result.

7. Publish the changes

To publish your app, click on the cloud icon featuring a small arrow to the top.

1. Locate the top menu bar which above the canvas.
2. Locate the publish button in the toolbar. This is the cloud symbol with a little arrow inside.
3. Press this button and a popup window will appear.
4. In the popup window, confirm the deployment target and the app. In this environment you do not really have a choice and you can simply say 'Publish'.
5. Once you completed this exercise you will be redirected automatically to Flowable Work. In a real application you would now need to switch to 'Flowable Work' manually.

8. Start the case

In Flowable Work, execute everything what you have done so far. You need to rent the scooter at least twice, otherwise it won't count!

1. On the left hand menu, click on 'New'
2. Select 'Work' since you would like to start a new work item, which can be a case or a process.
3. Press continue on the screen to confirm that you would like to start the case.
4. You see now a new case with the open task 'Purchase Scooter'
5. Click on the 'Purchase Scooter' task to open the task.
6. Press the 'Complete' button in the upper right corner to finish the task.
7. You are back on the task list and see now the 'Add to Inventory' task.
8. Click on the 'Add to Inventory' task to open the task.
9. Press the 'Complete' button in the upper right corner to finish the task.
10. You are back on the task list and see now the 'Rent Scooter' task.
11. Click on the 'Rent Scooter' task to open the task.
12. Press the 'Complete' button in the upper right corner to finish the task.

13. You are back on the task list and see now the 'Rent Scooter' task.
14. Click on the 'Rent Scooter' task to open the task.
15. Press the 'Complete' button in the upper right corner to finish the task.
16. You will be automatically redirected back to Flowable Work upon completion.

9. Make rental manually activated

Let's make sure that we are in control when a new rental is started. We want to mark the 'Rent Scooter' task with the 'Manual Activation' decorator.

1. Select the 'Rent Scooter' task in the canvas.
2. Search the properties on the right side for 'Manual Activation'. It's located in the 'Control' attribute group which is denoted by a 'Play' symbol.
3. Check 'Manual Activation' for this task.
4. Save the model to validate the result.

10. Create a Human Task to dispose of the scooter

The last step is going to be a Human Task that will close the case. This task should be named 'Enter decommissioning reason'.

1. Look for the 'Human Task' (person symbol) component in the palette on the left side.
2. Drag and drop the Human Task into the Case Plan Model.
3. Double-click on the title and change it to 'Enter decommissioning reason'.
4. Save the model to validate the result.

11. Make enter decommissioning manually activated

This task should be optional. We want to have the enter decommissioning task is marked with the 'Manual Activation' decorator.

1. Select the 'Enter decommissioning reason' task in the canvas.
2. Search the properties on the right side for 'Manual Activation'. It's located in the 'Control' attribute group which is denoted by a 'Play' symbol.
3. Check 'Manual Activation' for this task.
4. Save the model to validate the result.

12. Create an Exit Sentry to end the case once the 'Enter decommissioning reason' is done

Add a Exit Sentry so that the 'Enter decommissioning reason' task is ending the case once done.

1. Click on the 'Enter decommissioning reason' task to see the quick draw menu.
2. Grab the filled diamond, the second one from top to bottom and drag it.

3. Place the cursor on the edge of the 'Case Plan Model' and release it when the border of the case lights up in green.
4. Let the diamond go and it will draw the Sentry.
5. Save the model to validate the result.

13. Publish the changes

To publish your app, click on the cloud icon featuring a small arrow to the top.

1. Locate the top menu bar which above the canvas.
2. Locate the publish button in the toolbar. This is the cloud symbol with a little arrow inside.
3. Press this button and a popup window will appear.
4. In the popup window, confirm the deployment target and the app. In this environment you do not really have a choice and you can simply say 'Publish'.
5. Once you completed this exercise you will be redirected automatically to Flowable Work. In a real application you would now need to switch to 'Flowable Work' manually.

14. Start the case

In Flowable Work, execute everything what you have done so far. You need to rent the scooter at least twice, otherwise it won't count! At the end, decommission the scooter.

1. On the left hand menu, click on 'New'
2. Select 'Work' since you would like to start a new work item, which can be a case or a process.
3. Press continue on the screen to confirm that you would like to start the case.
4. You see now a new case with the open task 'Purchase Scooter'
5. Click on the 'Purchase Scooter' task to open the task.
6. Press the 'Complete' button in the upper right corner to finish the task.
7. You are back on the task list and see now the 'Add to Inventory' task.
8. Click on the 'Add to Inventory' task to open the task.
9. Press the 'Complete' button in the upper right corner to finish the task.
10. You are back on the task list and see no new task.
11. Press the 'Rent Scooter' button at the top right.
12. You should now see the 'Rent Scooter' task.
13. Click on the 'Rent Scooter' task to open the task.
14. Press the 'Complete' button in the upper right corner to finish the task.
15. You are back on the task list and see no new task.
16. Press the 'Rent Scooter' button at the top right.
17. You should now see the 'Rent Scooter' task.
18. Click on the 'Rent Scooter' task to open the task.
19. Press the 'Complete' button in the upper right corner to finish the task.

20. The task list again empty, but this time you need to press the 'Enter decommissioning reason' button.
21. Click on the 'Enter decommissioning reason' to open the task.
22. Press the 'Complete' button in the upper right corner to finish the task.
23. You will be automatically redirected back to Flowable Work upon completion.