BPMN Cheat Sheet

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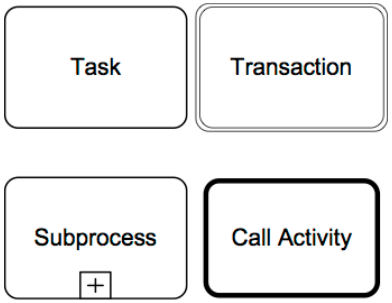
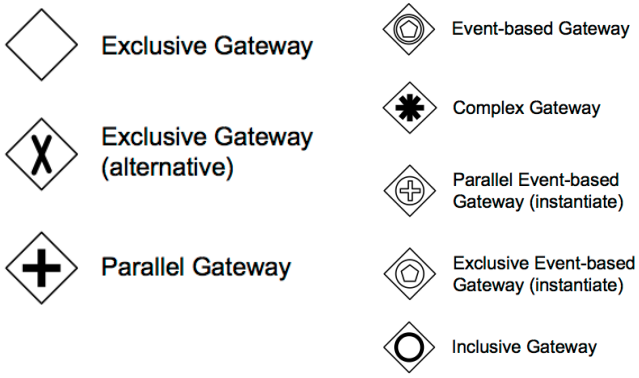
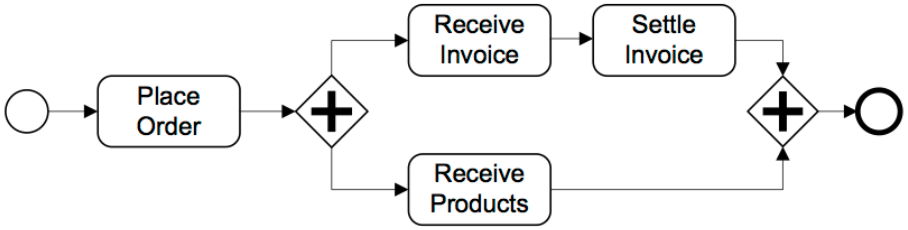
Activities



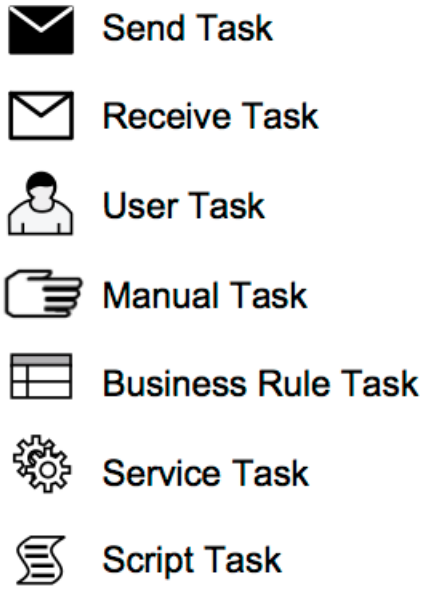
Gateways



Example Buyer Process



Tasks



Events

Events	Start Events	Intermediate Events				End Events
	Catching	Catching	Boundary Interrupting, Catching	Boundary Non-Interrupting, Catching	Throwing	Throwing
None or blanco: Untyped events, indicate start point, state changes or final states.	○				○	○
Message: Receiving and sending messages.	✉	✉	✉	✉	✉	✉
Timer: Cyclic timer events, points in time, time spans or timeouts.	🕒	🕒	🕒	🕒		
Escalation: Escalating to a higher level of responsibility.			▲	▲	▲	▲
Conditional: Reacting to changed business conditions or integrating business rules.	☰	☰	☰	☰		
Link: Off-page connectors. Two corresponding link events equal a sequence flow.		⇨			➡	
Error: Catching or throwing named errors.			⚡			⚡
Cancel: Reacting to cancelled transactions or triggering cancellation.			✕			✕
Compensation: Handling or triggering compensation.			◀◀		◀◀	◀◀
Signal: Signalling across different processes. A signal thrown can be caught multiple times.	△	△	△	△	▲	▲
Multiple: Catching one out of a set of events. Throwing all events defined.	⬠	⬠	⬠	⬠	⬟	⬟
Parallel Multiple: Catching all out of a set of parallel events.	✚	✚	✚	✚		
Terminate: Triggering the immediate termination of a process.						●