Gateways:

* XOR Gateway – only one chosen event is processed within output as well on input
* OR Gateway – one or more chosen events are processed in event flow
* AND Gateway – all events must be finished to procced in join and all events must be examined in event flow

Information artefacts:

* They’re connected with dotted lines
* Blank page represents one information artefact
* Blank page with strip lines at the bottom representing multiple information artefacts
* Databases are databases of information artefacts
* There are inputs (with blank arrow) and outputs (with marked arrow)

Pools, Lanes and Text Annotations:

* Pools are companies’ representation
* Lanes are departments of the company, that can be created within another lane infinitively.
* Text Annotations relate to straight dotted line without arrow with open square.

Message Flow:

* Dotted straight line with arrow without or with post office image
* Used for sending the massage somewhere
* Are also used to connect different pools (not lanes)

Sub-processes:

* This is like a function in programming that call separate function with conditions
* Also, there can be multiple sub-processes with multi-instance types

Activity Loop:

* This can loop through activity multiple times until the process is ended specified in a text annotation

Multi-Instances:

* This stripped three lines in BPMN means that something is doable multiple times

Ad-Hoc Sub-Process:

* It’s dark, black flag to indicate that you don’t understand the process and don’t know how many times it should be repeated – but it will be repeated.

Events, Message Events:

* Thin circle defines start, double thin circle defines start of an action in middle of another action. Thick circle defines end of the action.
* There is also action with for example post card image. The difference between this and normal event is a middle action when white post card defines Catching action of message and black Throwing action of message.

Timer Event:

* Start event of the certain time
* Intermediate catching timer start event on certain time or day