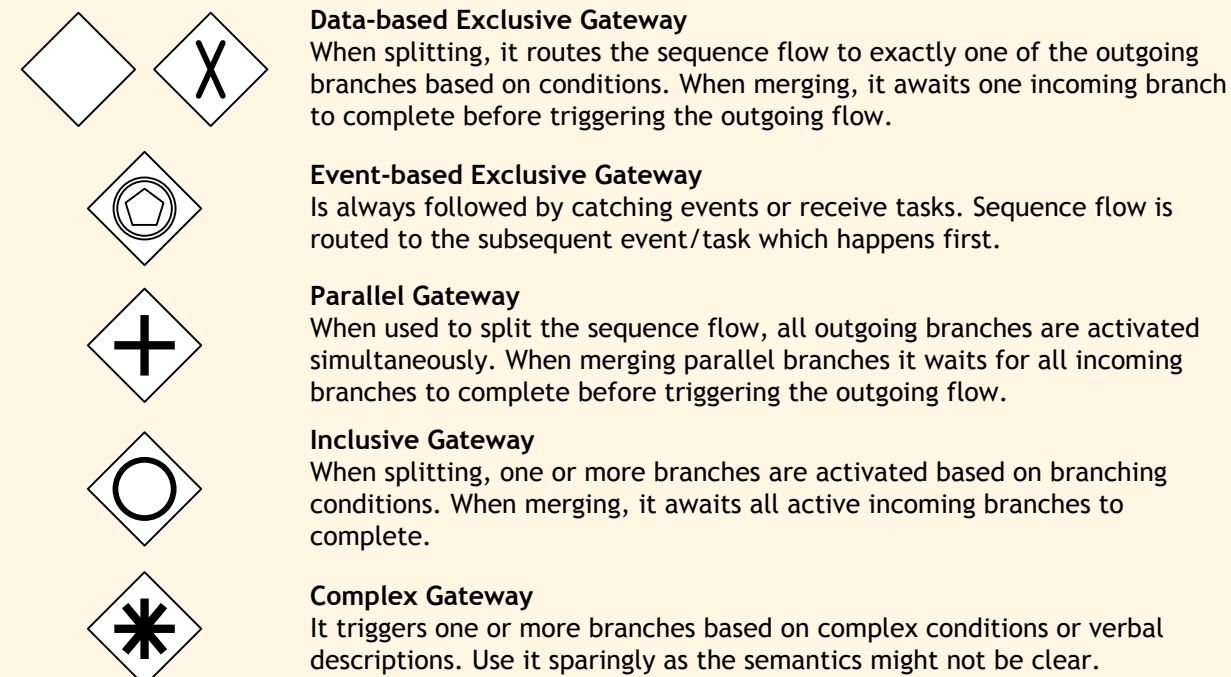
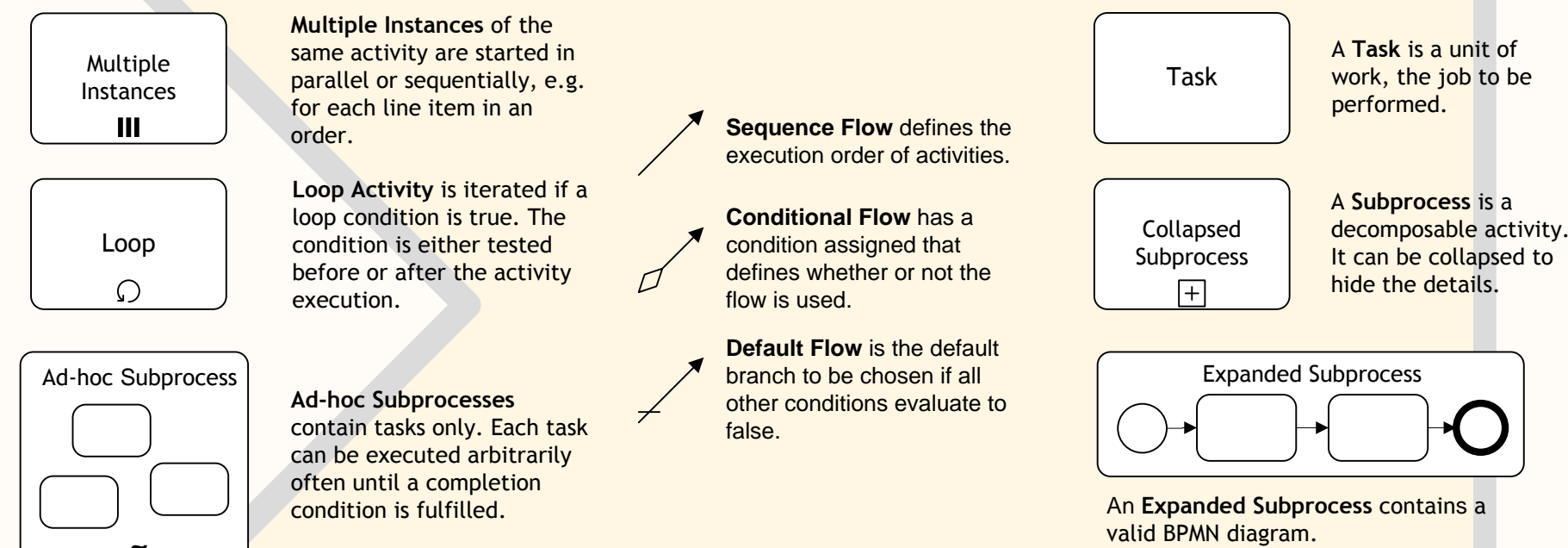


BPMN - Business Process Modeling Notation 1.1

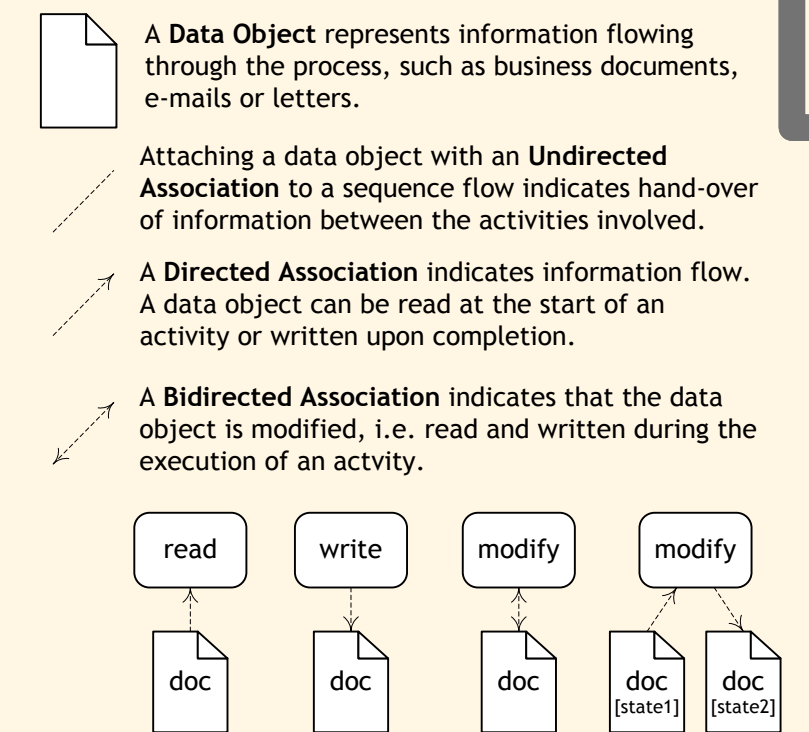
Gateways



Activities

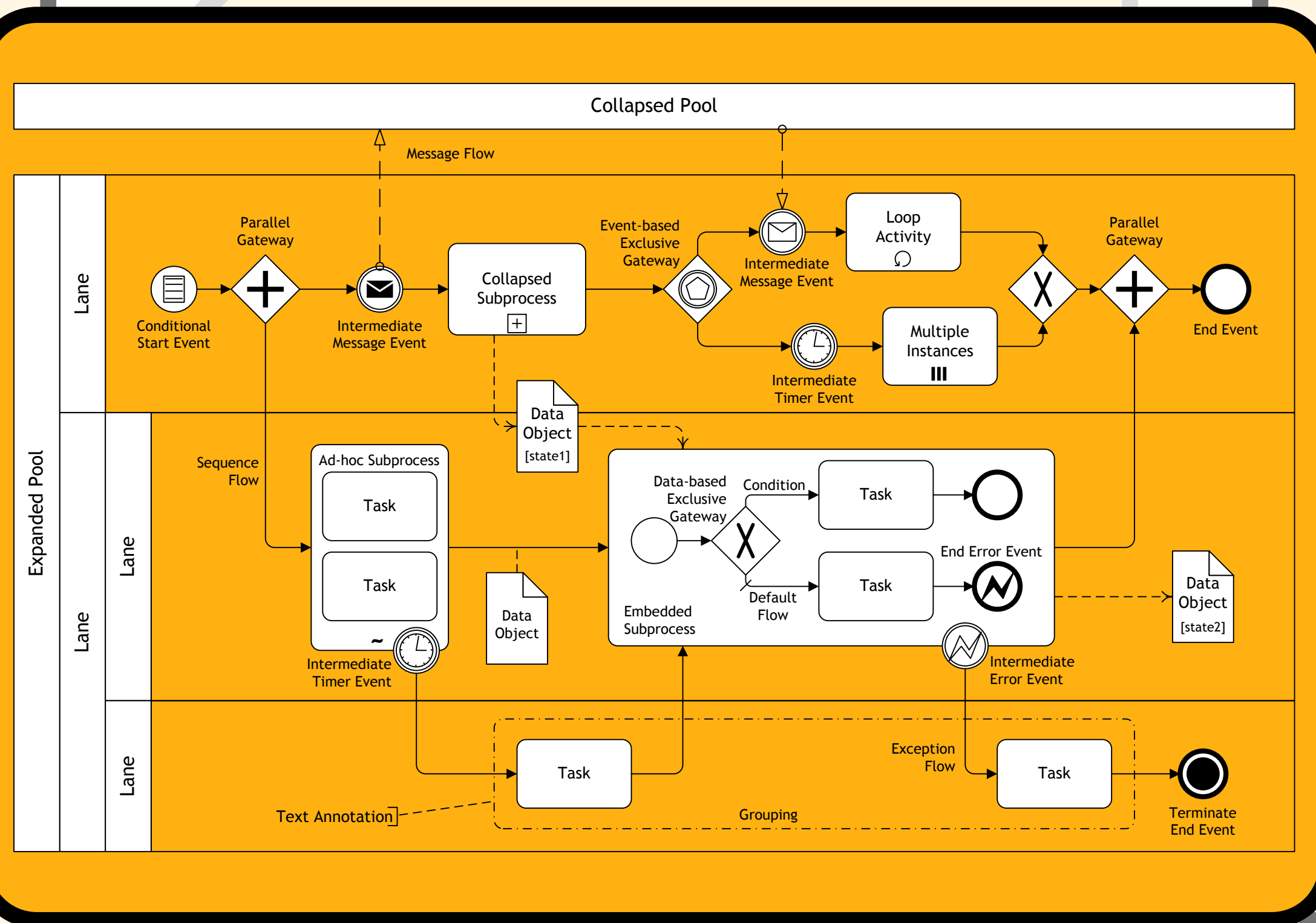


Data

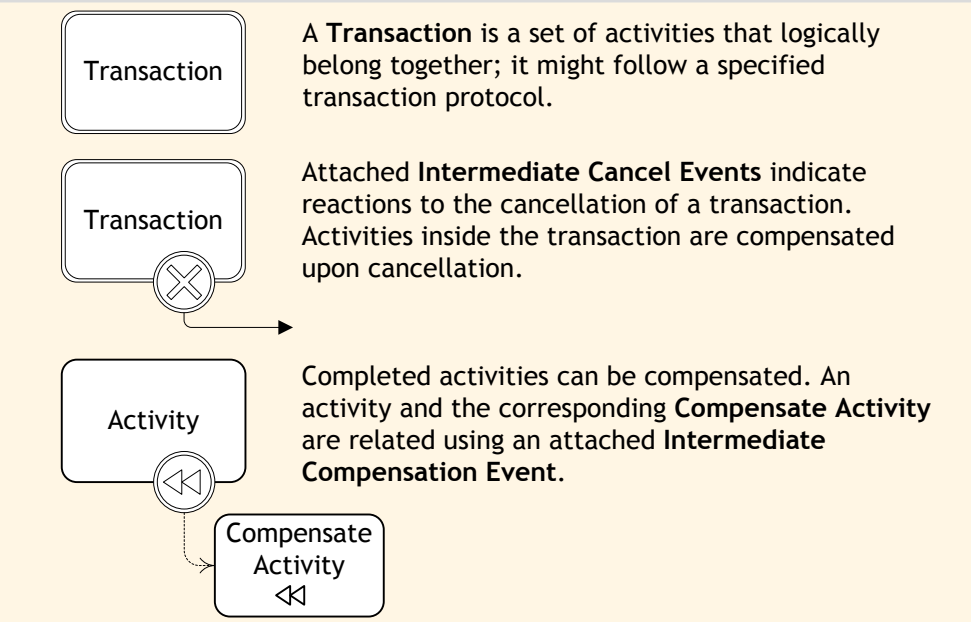


Events

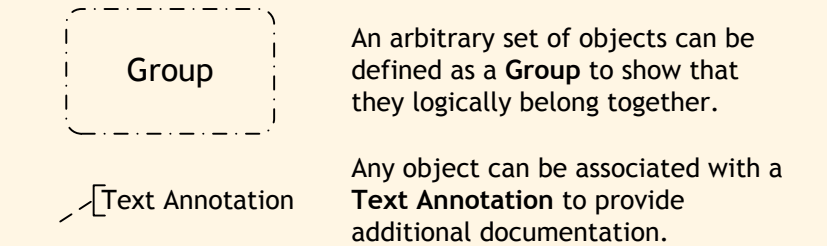
	Start	Intermediate	End	
	Catching	Throwing		
Plain				Untyped events, typically showing where the process starts or ends.
Message				Receiving and sending messages.
Timer				Cyclic timer events, points in time, time spans or timeouts.
Error				Catching or throwing named errors.
Cancel				Reacting to cancelled transactions or triggering cancellation.
Compensation				Compensation handling or triggering compensation.
Conditional				Reacting to changed business conditions or integrating business rules.
Signal				Signalling across different processes. One signal thrown can be caught multiple times.
Multiple				Catching or throwing one out of a set of events.
Link				Off-page connectors. Two corresponding link events equal a sequence flow.
Terminate				Triggering the immediate termination of a process.



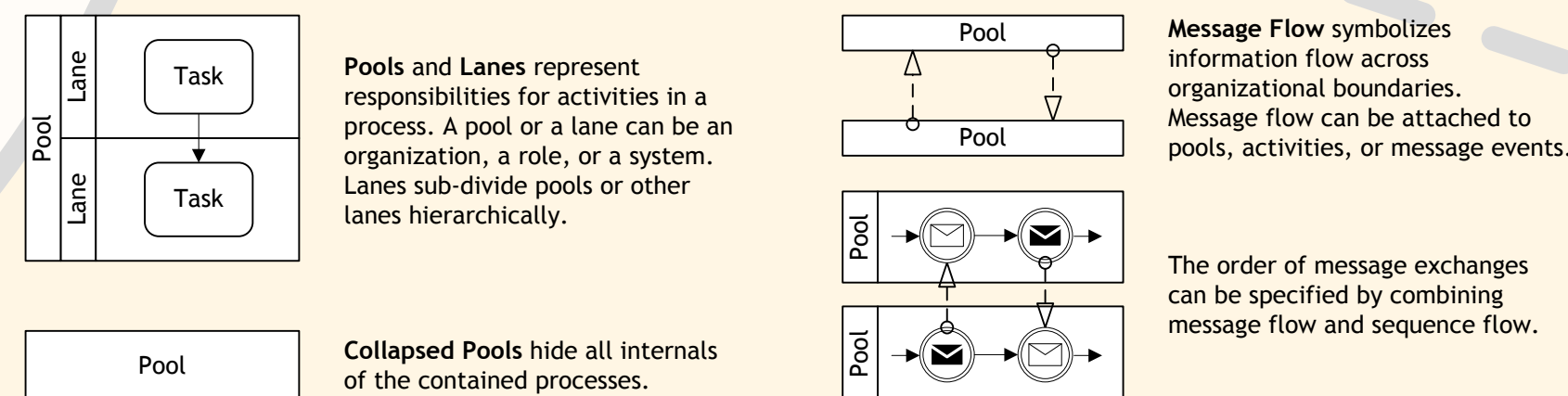
Transactions



Documentation



Swimlanes



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