



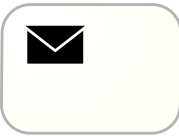


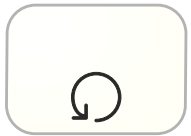

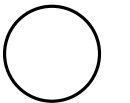
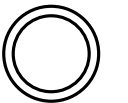

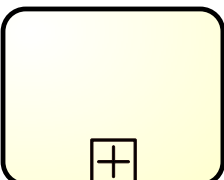


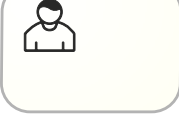
























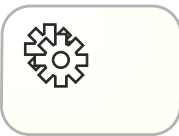


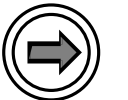











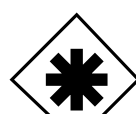



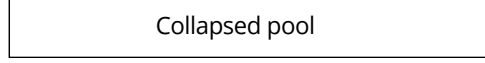


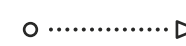





BPMN 2.0 – Business Process Model and Notation

Activities		Activity Markers		Task Types		Gateways		Events								Data	
Tasks are activities that represent actions performed by people or machines within a process.		Markers indicate execution behavior of activities.		Types specify the nature of the action to be performed.		Exclusive gateways (XOR) are used when several conditions are mutually exclusive and only one selection is possible, for example, "yes" or "no".			Start					Intermediate			End
A transaction is a specialized type of subprocess that will have a special behavior that is controlled through a transaction protocol.		Subprocess Marker – A subprocess is linked to the activity.		Send Task – Communication to external entity		Parallel gateways (AND) activate all outgoing branches simultaneously. The merging parallel gateway waits for all incoming branches to be completed before continuing the sequence flow.			Starting the process	Subprocess interrupting	Subprocess non-interrupting	Catching	Attached interrupting	Attached non-interrupting	Throwing	Ending the process	
An event subprocess is placed within another subprocess. It becomes active when its start event gets triggered and can interrupt the subprocess context or run in parallel.		Loop Marker – The task is executed multiple times.		Receive Task – Wait for communication from an external entity													
A call activity is a wrapper for a globally defined task or process reused in the current process. A call to a process is marked with the [+] symbol.	 	Parallel Multi-Instance (MI) Marker – The task is executed multiple times in parallel.		User Task – Activity performed by a person with the aid of software													
		Sequential MI Marker – The task is executed multiple times sequentially.		Manual Task – Activity performed by a person without the use of software													
		Ad Hoc Marker – This is a subprocess where you define the steps, but not the order.		Business Rule Task – Connection to a business rules engine (DMN) that calculates outputs													
		Compensation Marker – This cancels the result of another activity that has already been completed.		Service Task – Automated activity with no human input													
				Script Task – Running of a software script when activated													
						An exclusive event-based gateway (instantiate) is when each occurrence of a subsequent event starts a new process instance.											
						A parallel event-based gateway (instantiate) is when the occurrence of all subsequent events starts a new process instance.											
						A complex gateway involves complex merging and branching behavior that is not captured by other gateways.											

Swimlanes			Connecting Objects		
Pools and lanes represent responsibilities for activities in a process. Pools represent whole organizational units, and lanes subdivide pools or other lanes hierarchically.			Sequence flows connect events, gateways, tasks, and subtasks.		
A collapsed pool represents an external organization.			A default sequence flow marker designates the path to be taken in case no other conditions are true.		
			A conditional sequence flow indicates the token will proceed if the condition expression is true.		
			Message flows represent communication and interactions between pools.		
			Associations combine data objects and artifacts with other elements.		

More Information	
BPMN Introductory Guide	
Official Product Documentation BPMN	
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