ISYS90081

BUSINESS PROCESS MANAGEMENT
WORKSHOP WEEK 5

YOUR TUTOR

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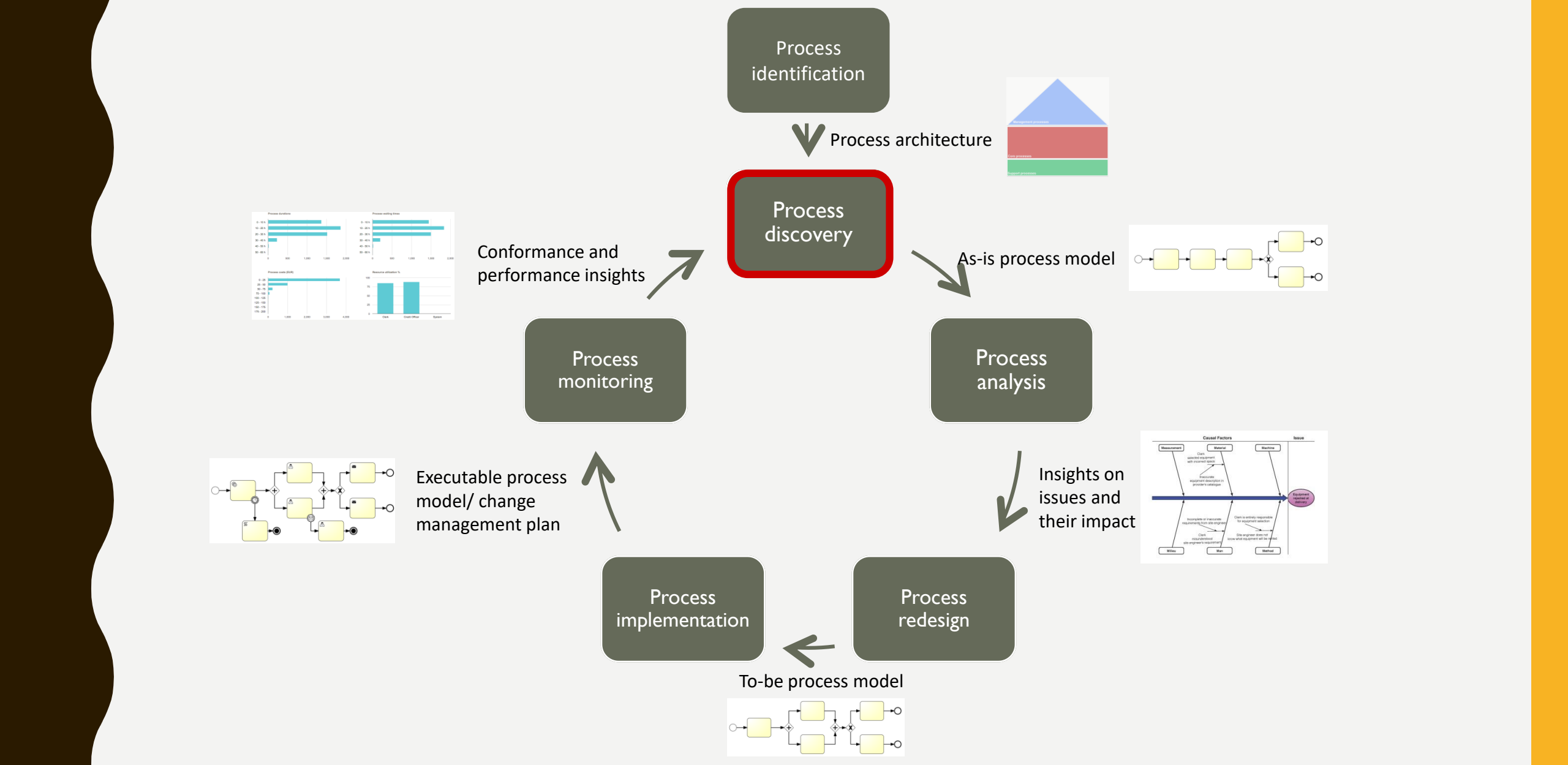
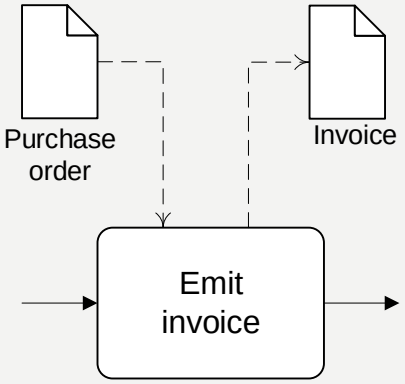
- Here, you can find my workshop slides:
- https://github.com/winnchow/ISYS90081-Tutorials

THE BPM LIFECYCLE

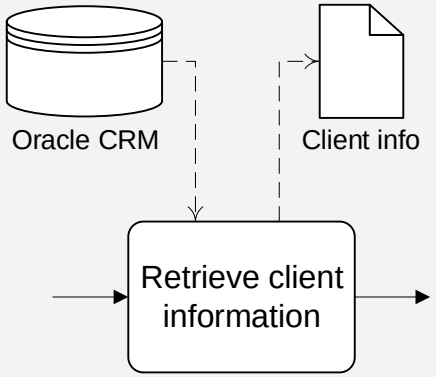


BUSINESS OBJECTS IN BPMN



A *Data Object* captures a business object required (input) or produced (output) by an activity.

- Can be physical or electronic

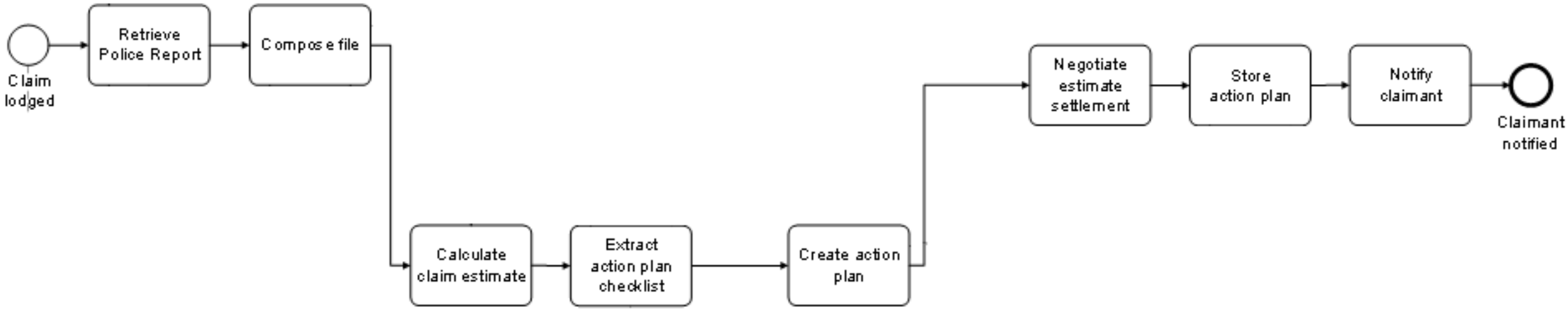


A *Data Store* is a place containing data objects that must be persisted beyond the duration of a process instance.

It is used by an activity to store (as output) or retrieve (as input) data objects.

ACTIVITY 1:

ADD DATA OBJECT & DATA STORE



RESOURCES

Active resources:

- Process participant
- Software system
- Equipment

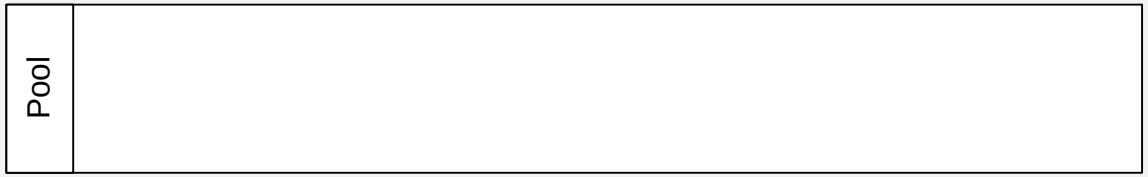
Resource class:

A **group of (active) resources** that are interchangeable, e.g. a role, an organizational unit or the whole organization.

BPMN ELEMENTS – POOLS & LANES

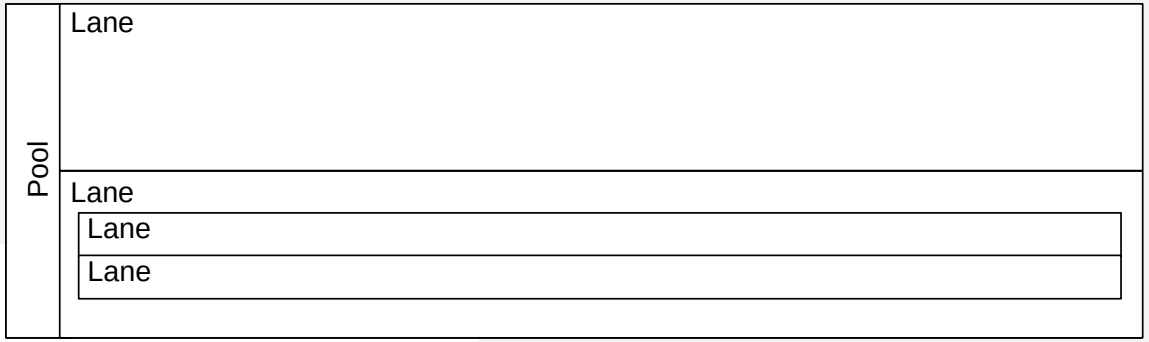
Pool

Captures a resource class. Generally used to model a business party (e.g. a whole company)



Lane

Captures a *resource sub-class* within a resource class by partitioning a pool. Generally used to model departments (e.g. shipping, finance), internal roles (e.g. Manager, Associate), software systems (e.g. DBMS, CRM)

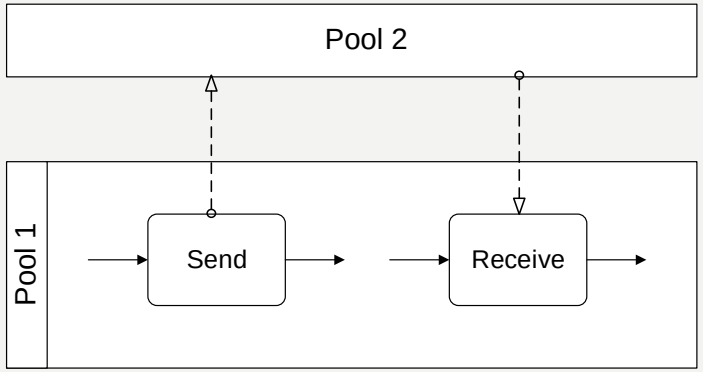


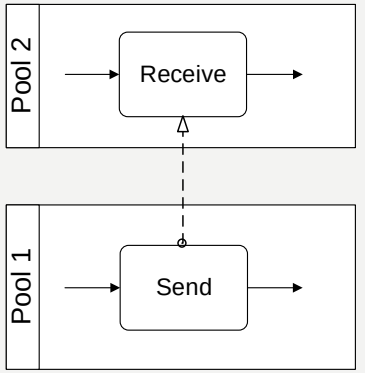
BPMN ELEMENTS – MESSAGE FLOW

A *Message Flow* represents a flow of information between two process parties (Pools)

A Message Flow can connect:

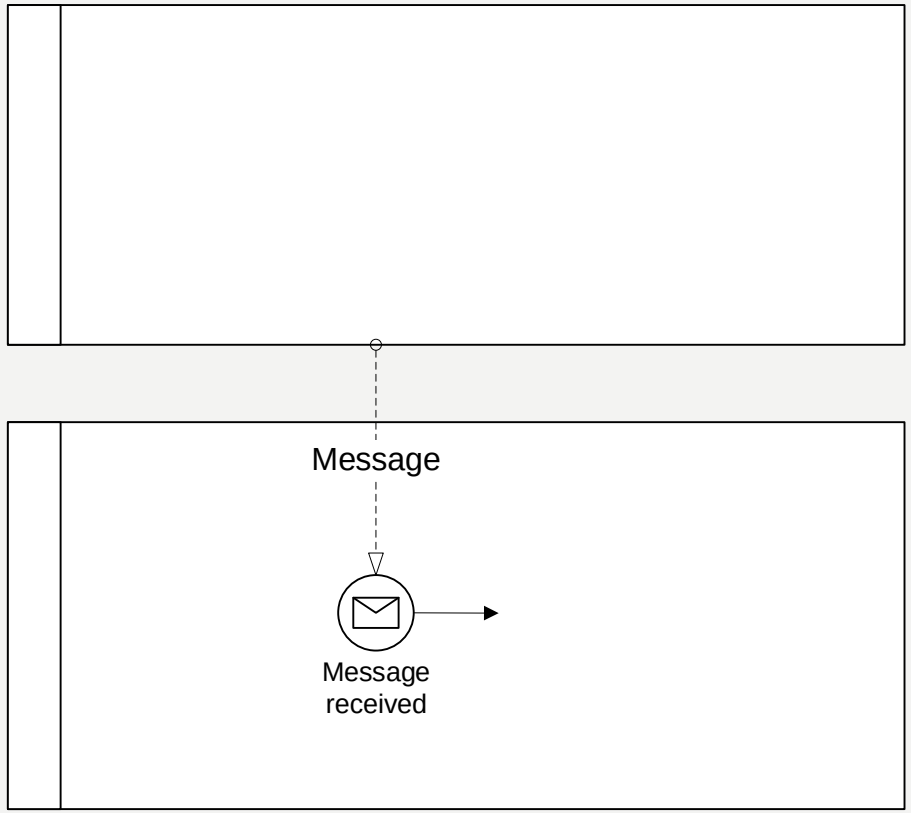
- directly to the boundary of a Pool ➔ captures an *informative* message to/from that party
- to a specific activity or event within that Pool ➔ captures a message that triggers a specific activity/event within that party





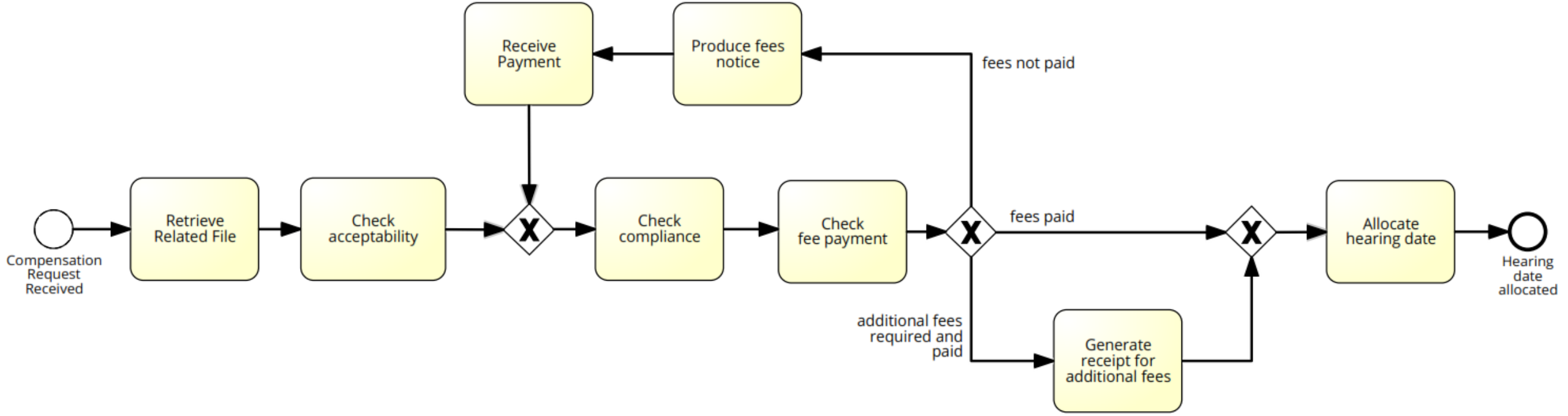
BPMN ELEMENTS – START MESSAGE EVENT

The *start message event* triggers a process by the receipt of a message when an incoming message flow is connected to the event

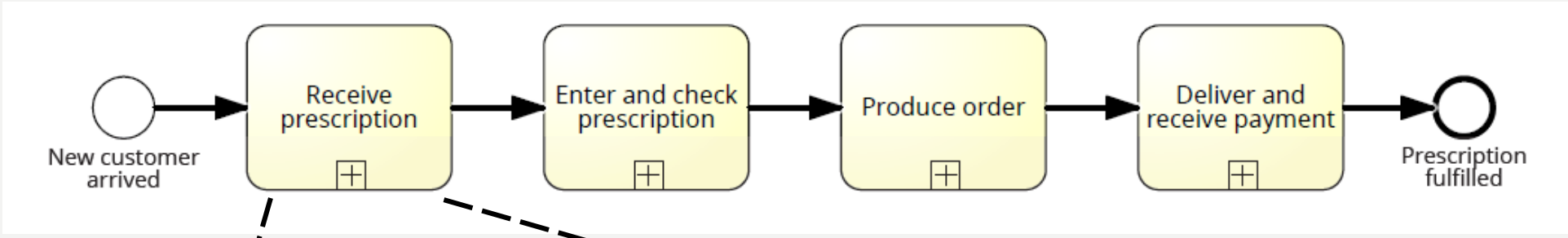


ACTIVITY 2

ADD DATA OBJECT & DATA STORE + POOL AND LANE



EXAMPLE: ROOT PROCESS + SUBPROCESSES



Receive prescription