

BPMN 2.0 - Business Process Model and Notation

Activities

- Task**: A Task is a unit of work, the job to be performed. When marked with a **+** symbol it indicates a **Sub-Process**, an activity that can be refined.
- Transaction**: A Transaction is a set of activities that logically belong together; it might follow a specified transaction protocol.
- Event Sub-Process**: An Event Sub-Process is placed into a Process or Sub-Process. It is activated when its start event gets triggered and can interrupt the higher level process context or run in parallel (non-interrupting) depending on the start event.
- Call Activity**: 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 a **+** symbol.

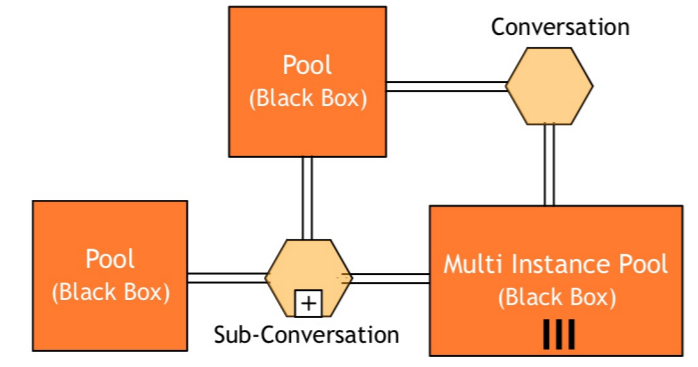
- Activity Markers**
Markers indicate execution behavior of activities:
- +** Sub-Process Marker
 - ⌚** Loop Marker
 - |||** Parallel MI Marker
 - ≡** Sequential MI Marker
 - ~** Ad Hoc Marker
 - ⏪** Compensation Marker
- Task Types**
Types specify the nature of the action to be performed:
- ✉** Send Task
 - ✉** Receive Task
 - 👤** User Task
 - 📄** Manual Task
 - 📄** Business Rule Task
 - ⚙️** Service Task
 - 📄** Script Task

- Sequence Flow**: defines the execution order of activities.
- Default Flow**: is the default branch to be chosen if all other conditions evaluate to false.
- Conditional Flow**: has a condition assigned that defines whether or not the flow is used.

Conversations

- Conversation**: A Conversation defines a set of logically related message exchanges. When marked with a **+** symbol it indicates a **Sub-Conversation**, a compound conversation element.
- Call Conversation**: A Call Conversation is a wrapper for a globally defined Conversation or Sub-Conversation. A call to a Sub-conversation is marked with a **+** symbol.
- Conversation Link**: A Conversation Link connects Conversations and Participants.

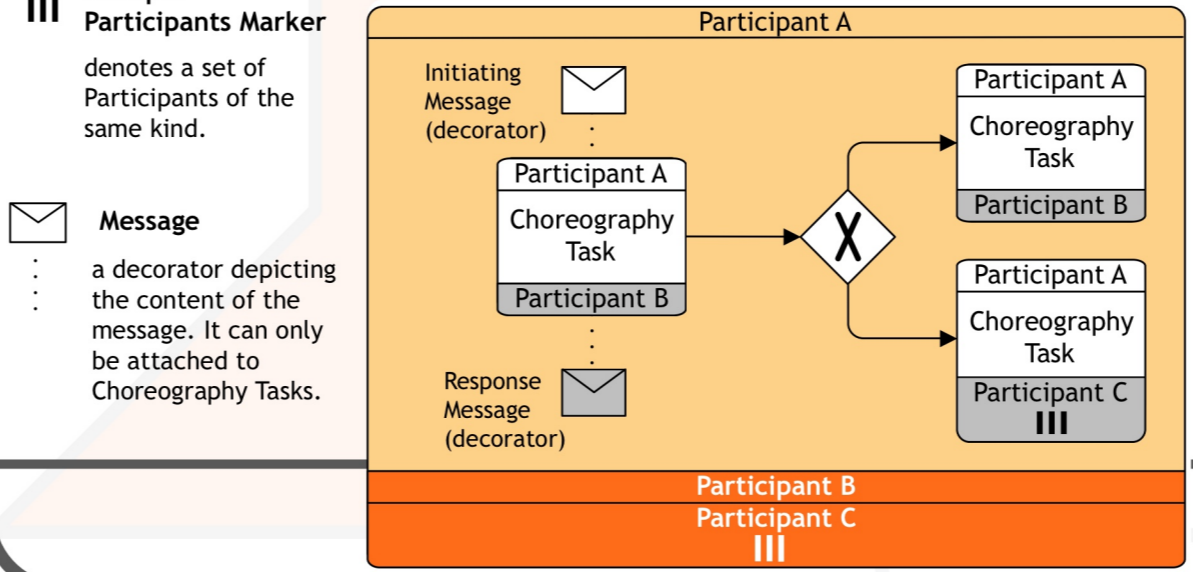
Conversation Diagram



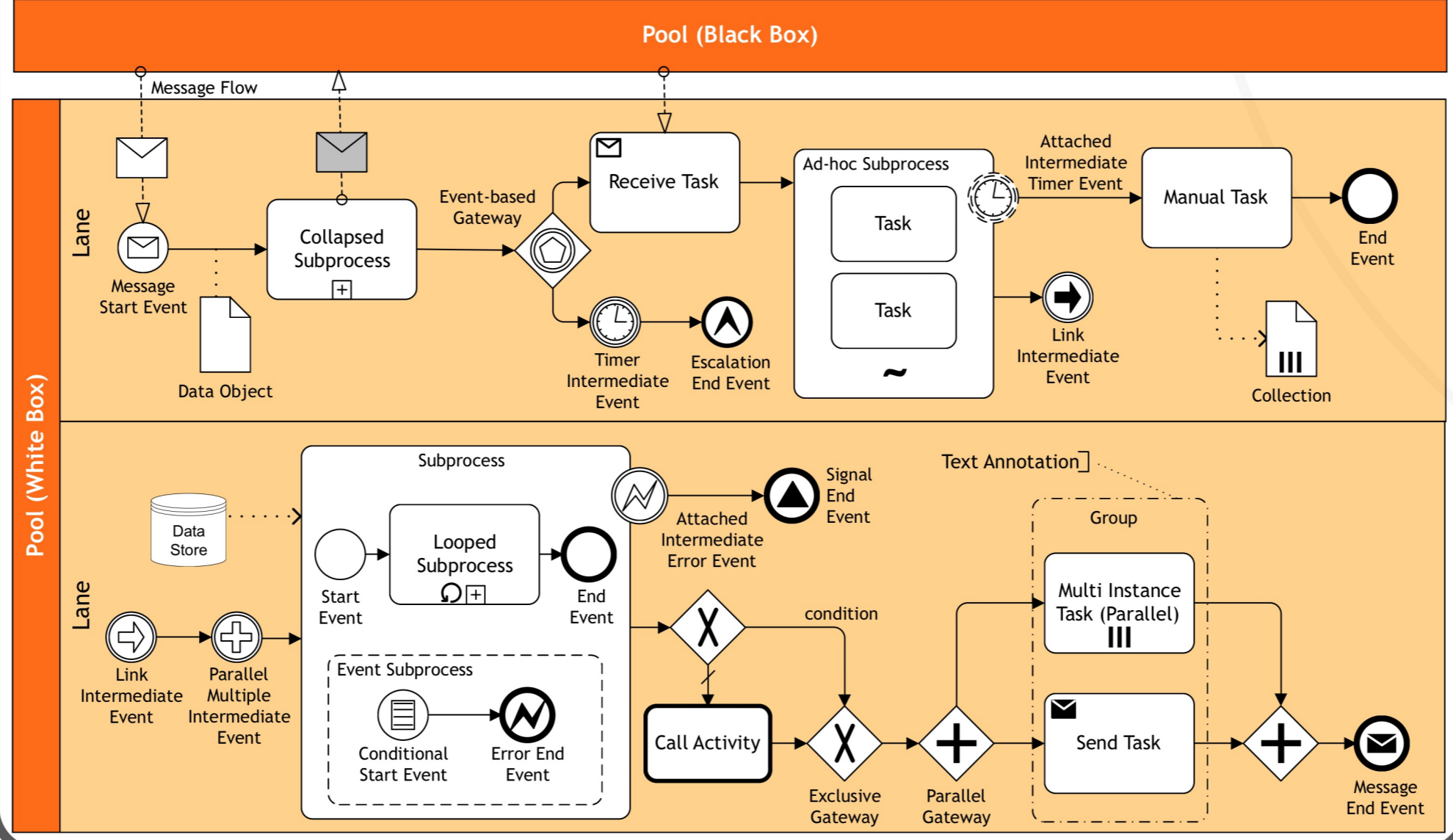
Choreographies

- Participant A**: Choreography Task, Participant B
 - Participant A**: Sub-Choreography, Participant B, Participant C
 - Participant A**: Call Choreography, Participant B
- A **Choreography Task** represents an Interaction (Message Exchange) between two Participants.
- A **Sub-Choreography** contains a refined choreography with several Interactions.
- A **Call Choreography** is a wrapper for a globally defined Choreography Task or Sub-Choreography. A call to a Sub-Choreography is marked with a **+** symbol.

Choreography Diagram



Collaboration Diagram



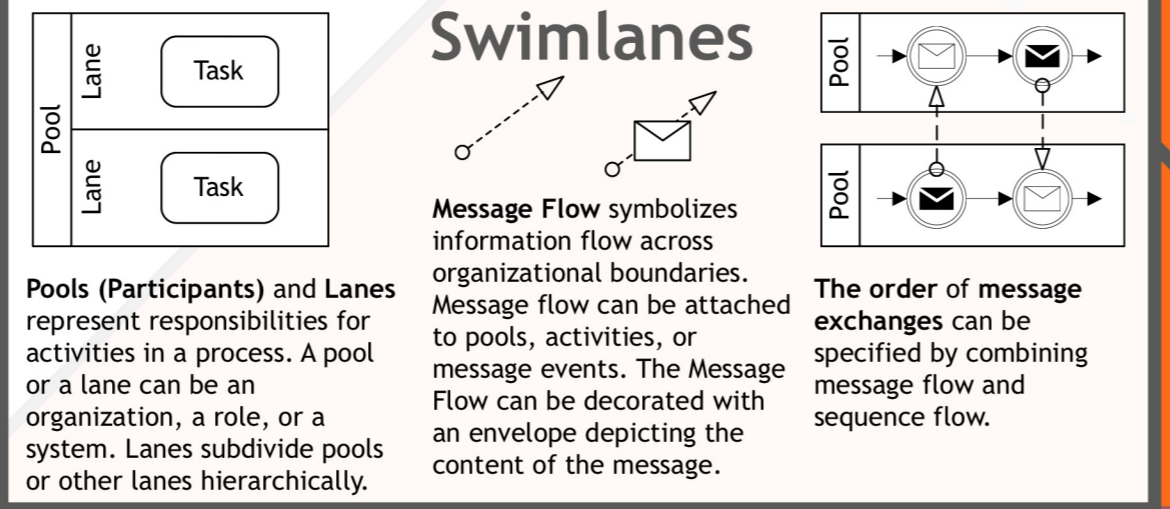
Events

	Start	Start	Start	Start	Start	Start	Start	End/Intermediate
	Standard	Event Sub-Process Interrupting	Event Sub-Process Non-Interrupting	Catching	Boundary Interrupting	Boundary Non-Interrupting	Throwing	Standard
None : 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 an 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.								⬛

Gateways

- Exclusive Gateway**: When splitting, it routes the sequence flow to exactly one of the outgoing branches. When merging, it awaits one incoming branch to complete before triggering the outgoing flow.
- Event-based Gateway**: Is always followed by catching events or receive tasks. Sequence flow is routed to the subsequent event/task which happens first.
- Parallel Gateway**: When used to split the sequence flow, all outgoing branches are activated simultaneously. When merging parallel branches it waits for all incoming branches to complete before triggering the outgoing flow.
- Inclusive Gateway**: When splitting, one or more branches are activated. All active incoming branches must complete before merging.
- Exclusive Event-based Gateway (instantiate)**: Each occurrence of a subsequent event starts a new process instance.
- Complex Gateway**: Complex merging and branching behavior that is not captured by other gateways.
- Parallel Event-based Gateway (instantiate)**: The occurrence of all subsequent events starts a new process instance.

Swimlanes



Data

- Data Object**: A Data Object represents information flowing through the process, such as business documents, e-mails, or letters.
- Collection Data Object**: A Collection Data Object represents a collection of information, e.g., a list of order items.
- Data Input**: A Data Input is an external input for the entire process. A kind of input parameter.
- Data Output**: A Data Output is data result of the entire process. A kind of output parameter.
- Data Association**: A Data Association is used to associate data elements to Activities, Processes and Global Tasks.
- Data Store**: A Data Store is a place where the process can read or write data, e.g., a database or a filing cabinet. It persists beyond the lifetime of the process instance.

