visumpoint
Enterprise Architecture

Content Developer
OBJECT MANAGEMENT GROUP BPM CERTIFICATION PROGRAM

BPMN™ 2.0 – Business Process Model and Notation

Activities

TASK

Task - Unit of work. The work or job that needs to be accomplished. [+] indicates a sub-process or an activity that can be refined.

TRANSACTION

Transaction - activities that sensibly go together. May follow particular transactional protocol.

EVENT SUB-PROCESS

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

Call Activity is a wrapper for a globally defined Sub-Process or Task that is reused in the current process.

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.

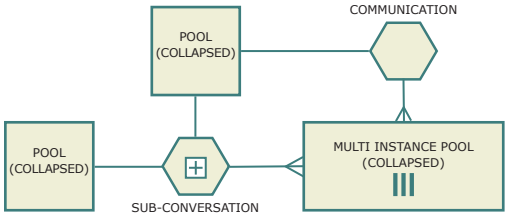
Conversations

communications that identify a group of logically related message exchanges. [+] shows a sub-conversation or compound conversation element.

Conversation Link connects Communications to Participants.

Forked Conversation Link attaches Communications and many Participants.

Conversation Diagram



Data

A **Data Input** is an external input for the entire process. It can be read by an activity.

A **Data Output** is a variable available as result of the entire process.

A **Data Object** represents information flowing through the process, such as business documents, e-mails, or letters.

A **Collection Data Object** represents a collection of information, e.g., a list of order items.

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.

A **Message** is used to depict the contents of a communication between two Participants.

Events

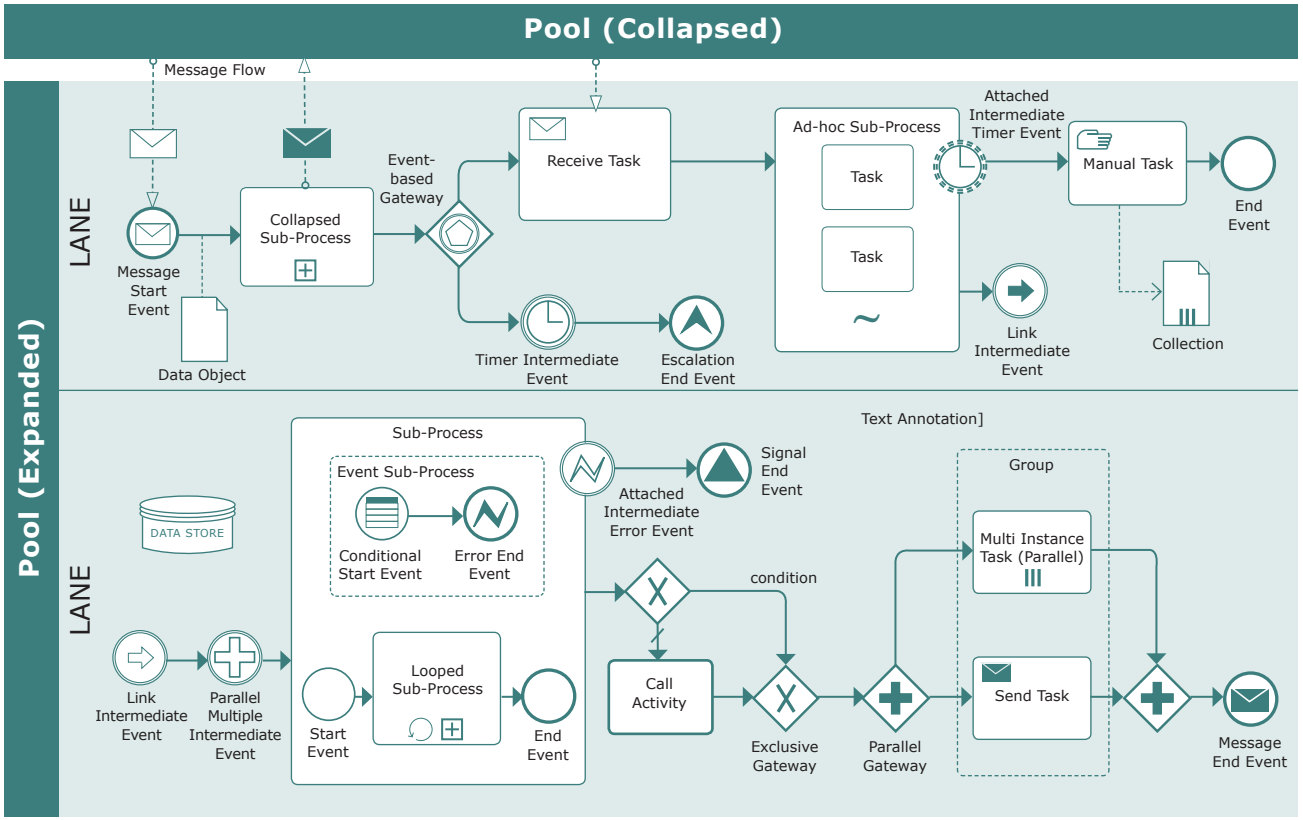
	START			INTERMEDIATE				END
	TOP-LEVEL	EVENT SUB-PROCESS INTERRUPTING	EVENT SUB-PROCESSING NON-INTERRUPTING	CATCHING	BOUNDARY INTERRUPTING	BOUNDARY NON-INTERRUPTING	THROWING	
None: Untyped events, indicate start point, state or changes or final states.	○						○	○
Message: Receiving and sending messages.	✉	✉	✉	✉	✉	✉	✉	✉
Timer: Cyclic timer events, points in time, time spans or timeouts.	◷	◷	◷	◷	◷	◷		
Escalation: Escalating to a 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: Signaling 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.								●

www.visumpoint.com | 931 Monroe Drive, Suite 102 | Atlanta, GA 30308 USA | Phone: 404.474.1813 | info@visumpoint.com

visumpoint
Enterprise Architecture™

BPMN 2.0 – Business Process Model and Notation

Collaboration Diagram



Gateways

Exclusive Gateway –
Split – routes sequence flow to a precise outgoing branch.
Merge – waits for one incoming branch to finish before triggering an outgoing flow.

Event-based Gateway – Must be followed by a catching event(s) or a receiving task(s). Sequence flow is sent to the subsequent event/task which happens first.

Parallel Gateway – When splitting sequence flow – outgoing branches are initiated simultaneously. When merging parallel branches- the gateway awaits all incoming branches to finish before triggering outgoing flow.

Inclusive Gateway – One or more branches are activated when splitting. All active incoming branches must complete before merging.

Complex Gateway – Gateways that represent actions not captured by other gateways. Can be complex, merging or branching actions/behaviors.

Exclusive Event-based Gateway (instantiate) – Each occurrence of a subsequent event starts a new process instant.

Parallel Event-based Gateway (instantiate) – The occurrence of all subsequent events begins a new process instance.

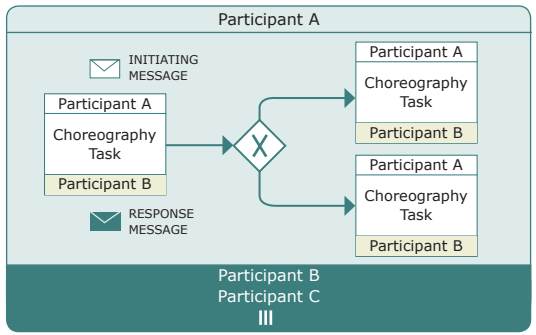
Choreographies

Choreography Task- Is an exchange between two participants. It's an interaction (Message Exchange).

Multiple Participants Marker- represents a group of participants that are of the same kind.

Choreography Sub-Process- holds a refined choreography with a number of Interactions.

Choreography Diagram



Swimlanes

Pools (Participants) and Lanes- show what an activity is responsible for in a process. Pools or lanes can represent the organization as a whole, a system or a role. Lanes are used to hierarchically separate pools or other lanes.

Message Flow- can be connected to pools, activities or message events. Illustrate how information flows across organizational borders.

The order of message exchange- can be determined by various combinations of message and sequence flows.