Good e-Learning

Descriptive Process Modeling Elements

Descriptive process modeling elements are used to create BPMN-based business process diagrams that can be readily understood by any business person and supported by almost all BPMN tools. This set of BPMN elements is suitable for **high-level modeling**.

Pools & Lanes

A **Pool** represents a participant in a process. It contains a business process and is used in B2B scenarios. A **Lane** is a sub-partition within a pool, used to organize and categorize activities.

Activities & Sub-processes

An **activity** is a generic type of work that a company performs. An activity can be atomic (**task**) or compound (**process**, **sub-process**).

Task — A **generic** atomic activity that is included within a process.

User Task — A typical "workflow" task, where a human performs a task with the assistance of a software.

Sub-process (expanded) — Represents the primary construct for modeling that within the process flow.

Sub-process — of activities that are visible on the diagram.

Call Activity — The sign "+" indicates that process (+) or a global task is used.

Events

An **event** is something that **happens** during the process. Basic (**descriptive**) events can **start** a process. They also occur at the **end** of a process.

None start event — A **general** mechanism that will instantiate a particular process. It indicates where a particular process will start.

Message start event — A **message** arrives from a participant and triggers the start of a process.

None end event — end. This type of end event does not have a defined result.

Terminate event — activities in a process should be immediately **ended**.

Gateways

A **gateway** is used to split or merge multiple process flows. They show the branching, forking, merging or joining of paths.

Exclusive gateway — A diverging **exclusive gateway** (decision) is used to create alternative paths within a process flow. A decision can be thought of as a question that is asked at a particular point in a process.

Exclusive gateway — The exclusive gateway MAY use a marker that is shaped like an "X".

Parallel gateway — This is used to create **parallel flows** and to synchronize (combine) parallel flows.

Artefacts

Artefacts are used to provide additional information about the process. If required, modelers and tools are free to add new artefacts.

Data Object — Represents the primary construct for modeling that within the process flow.

Data Store — Provides a mechanism for activities to retrieve or update **stored information** that will **persist** beyond the scope of a process.

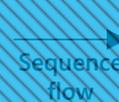**<group>** — Used for user-defined **grouping** of BPMN elements that are within the same "category".

Annotation — A mechanism to provide **additional text information** for the reader of a diagram.

Connecting elements

These connect the **flow objects** (activities, events, gateways) to each other or to

Sequence flow — This is used to show the **order** of flow objects in a process.

Message flow — This is used to show the **flow of messages** between two participants (**Pools**).

Association — This is used to link information and artifacts with BPMN graphical elements.

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