

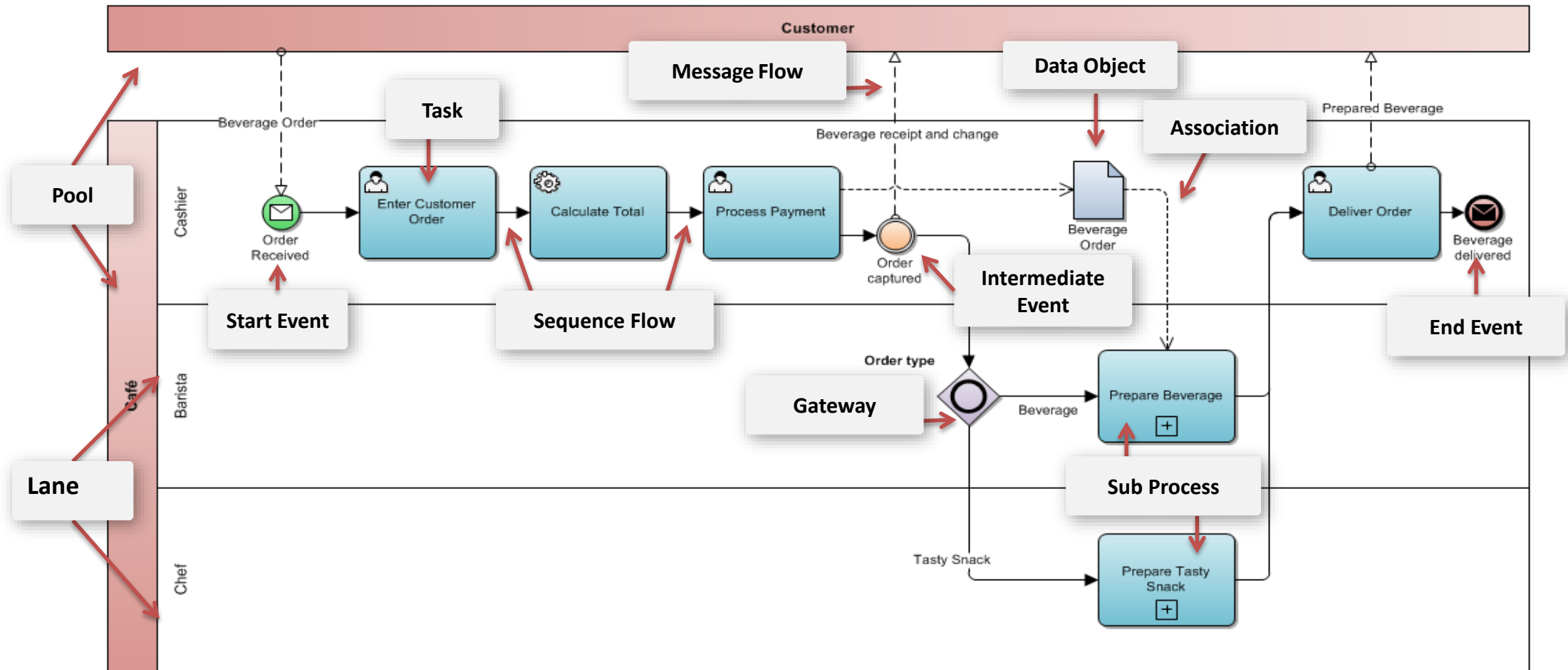


Introduction to BPMN 2.0 Starter Pack



The Anatomy of a Process Model

Core BPMN Elements



Three Levels of BPMN

Descriptive Process Models

Suitable for high level modeling – should be comfortable for analysts that have used flowcharts

Analytic Process Models

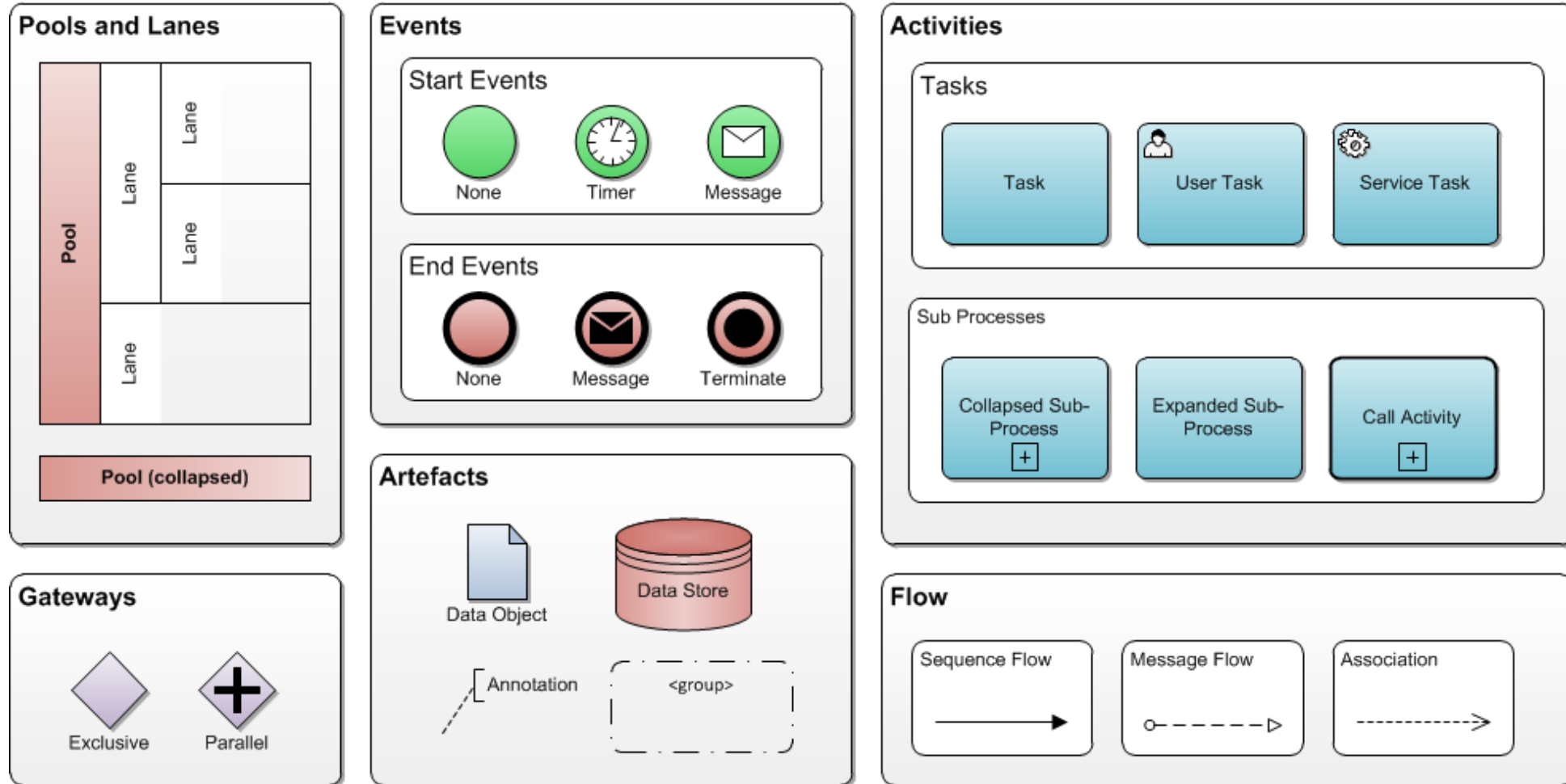
Contains the concepts most commonly used and covered in BPMN training

Common Executable Process Models

Focuses on the elements required for executable process models

Three Levels of BPMN

Descriptive Process Models



Suitable for high level modeling

Should be comfortable for analysts that have used flowcharts

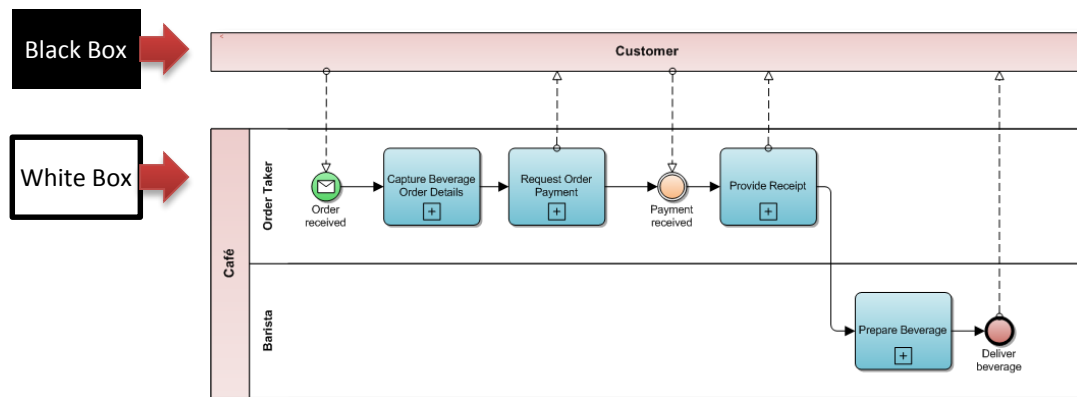
Pools and Lanes

Pools

A pool is used to define either a group of participants such as an area within an organization or an external entity that collaborates within a process.



A process model is normally created from the perspective of a single participant – the **white box pool**, and contains the detail of that process. **Black box pools** are considered external to the scope of the process (although not necessarily outside of the organisation), and do not show flow and activities. Black box pools may be collapsed and rotated, but do not have to be.



Lanes

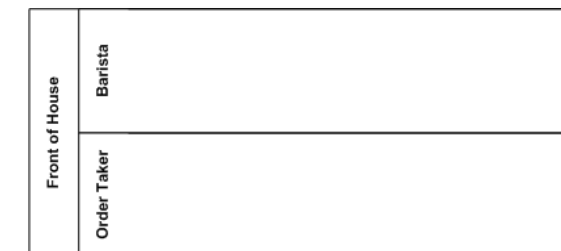
A lane is used to define a specific participant or role within a process.



A lane may be contained within a pool..

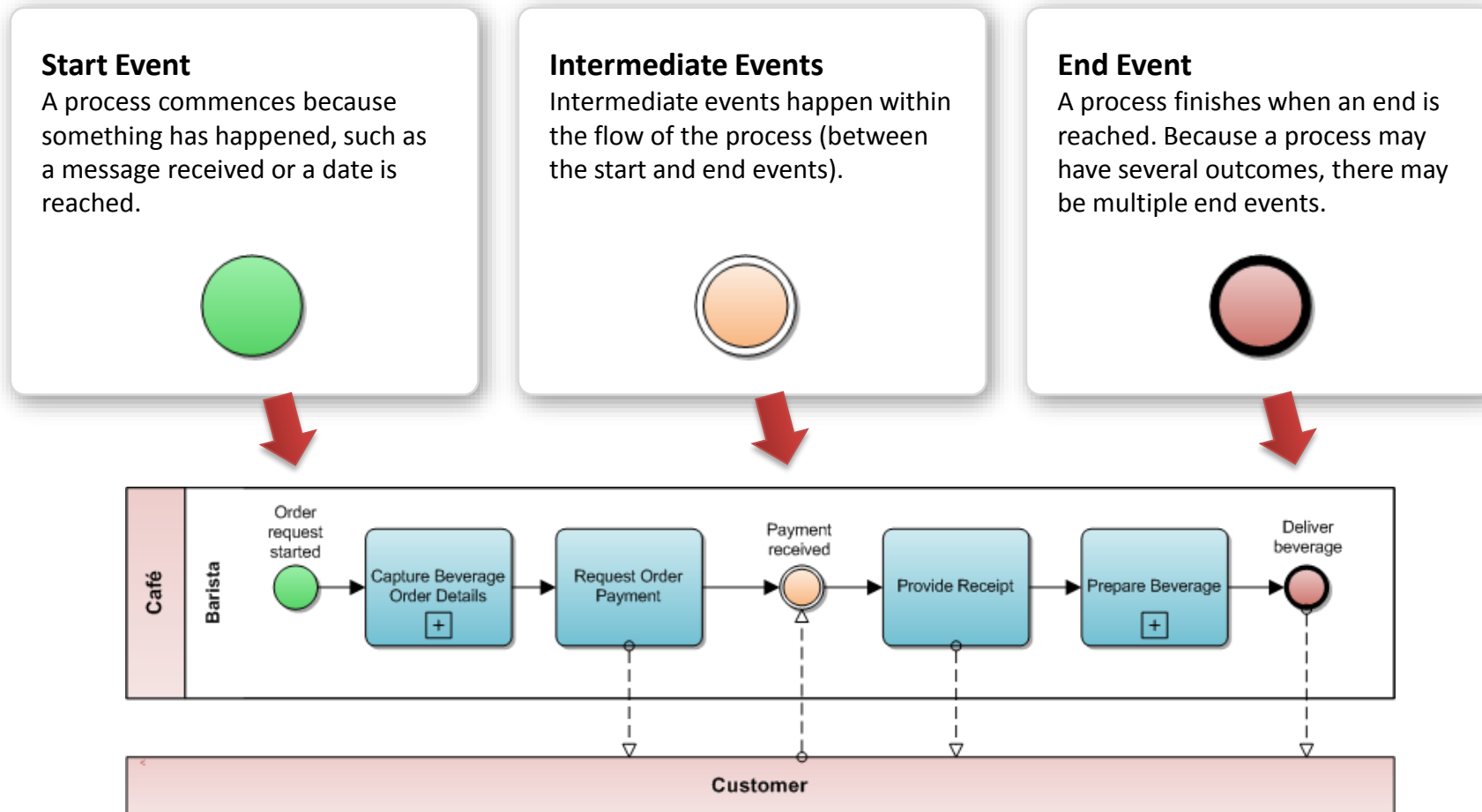


..or may itself be broken down into other lanes:



Events

An event is an indicator that something has happened within a process

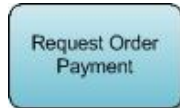


Activities

Within the flow of a process, one of more lanes (roles) will perform a number of activities

Task

A task is something that a lane (role) does during the process. A task is a granular (atomic) activity that cannot or does not need to be broken down any further.



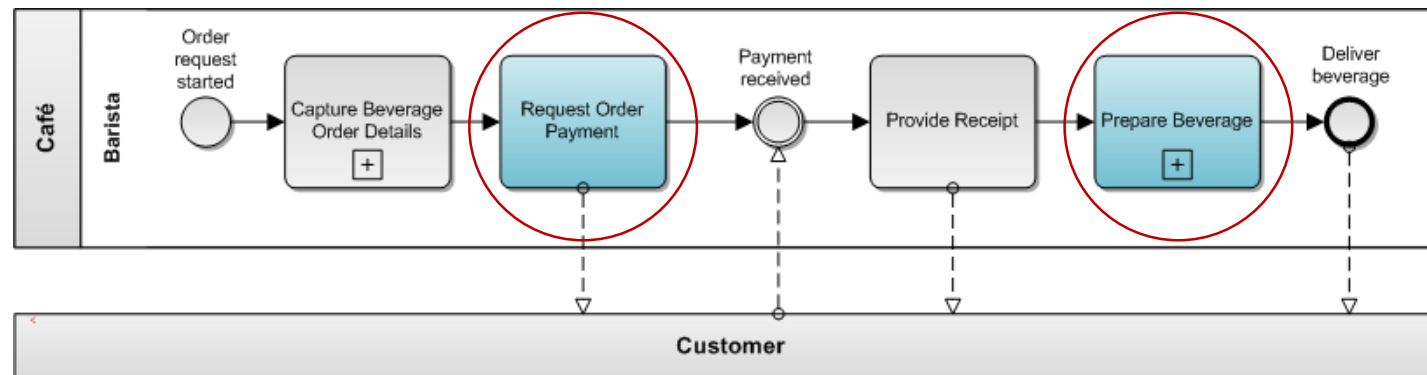
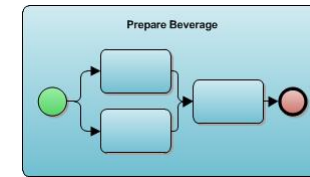
Sub Process

A sub process summarises a group of activities, and can be expanded out into further detail. Sub processes can be shown as collapsed (with the [+] symbol), or expanded.

Collapsed

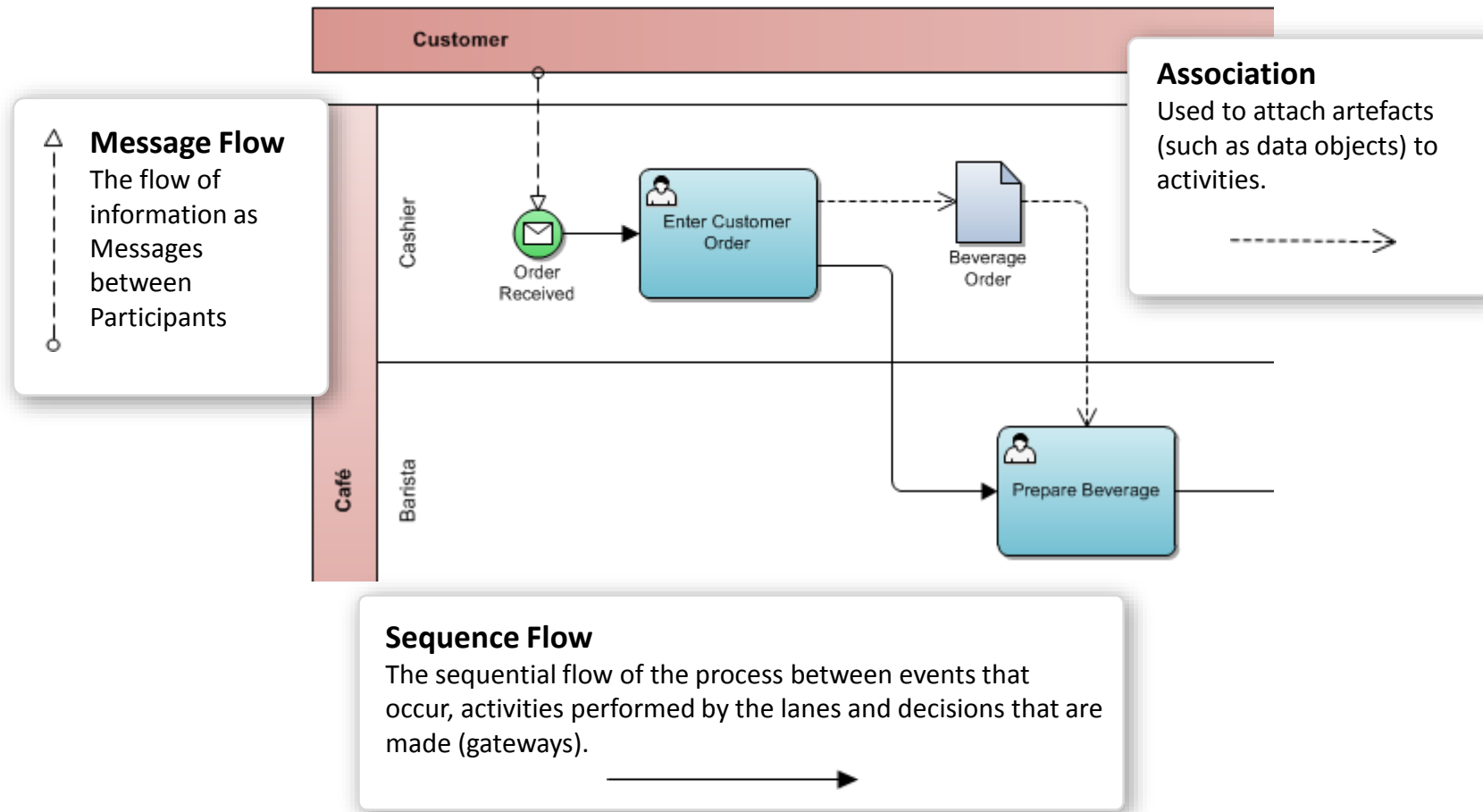


Expanded



Flow

Sequence Flow, Message Flow, and Associations



Gateways

Gateways

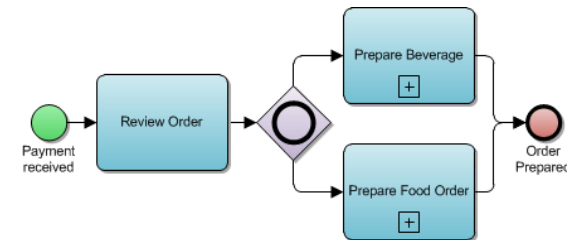
Gateways represent decisions within the process, and control the splitting and merging of sequence flow.



The simplest examples are shown:

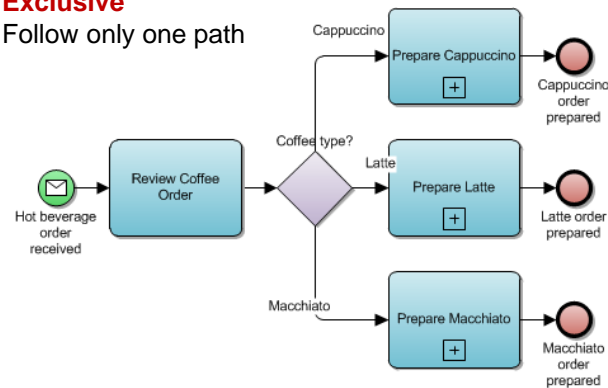
Inclusive

Follow one or more paths



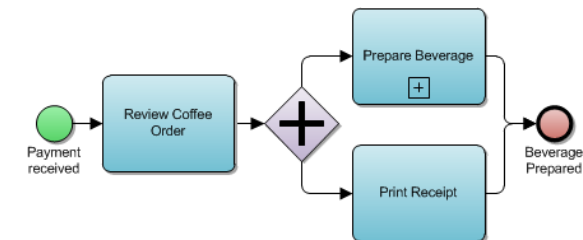
Exclusive

Follow only one path



Parallel

Follow all paths

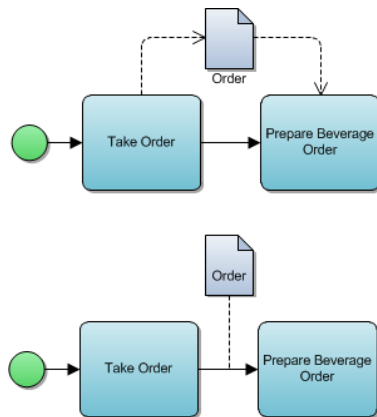


Artifacts

Artifacts allow additional information to be provided on a process model

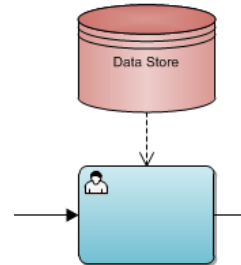
Data Object

Data objects are inputs to and outputs from activities. Data objects could be used to represent documents, data or other objects that are passed between the activities in a process.



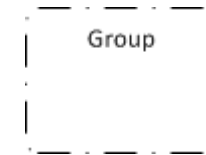
Data Store

A data store is somewhere that the process can read or write data, that persists beyond the scope of the process.



Group

A visual way of informally grouping items on a diagram, for example to highlight an area that requires further analysis.



Annotation

Annotations allow additional information relevant in documenting the process to be shown on the diagram.

