

# An Introduction to BPMN 2.0

A guide to the core elements within the business process modelling notation

## The Three Levels of BPMN

### Descriptive Process Models

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

### Analytic Process Models

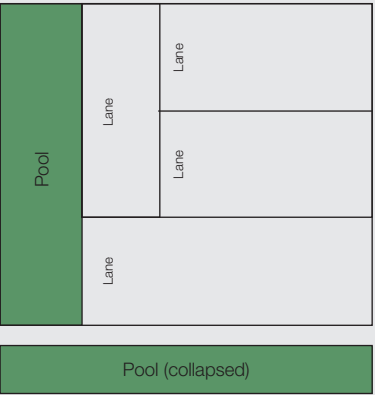
Contains the concepts most commonly used and covered in BPMN training

### Common Executable Process Models

Focuses on the elements required for executable process models

## Notation: Descriptive Process Models

### Pools and Lanes



### Events

#### Start Events

A process commences because something has happened, such as a message received or a date is reached.



#### End Events

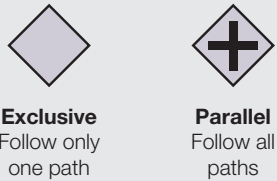
A process finishes when an end is reached. Because a process may have several outcomes, there may be multiple end events.



### Gateways

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

The simplest examples are shown:



### Flow

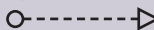
#### Sequence Flow

The sequential flow of the process between events that occur, activities performed by the lanes and decisions that are made (gateways).



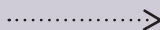
#### Message Flow

The flow of information as Messages between Participants



#### Association

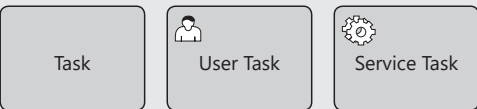
Used to attach artefacts (such as data objects) to activities.



### Activities

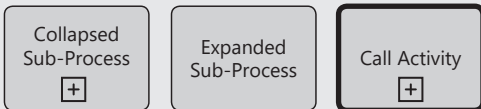
#### Tasks

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 Processes

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.



### Artefacts



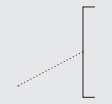
#### Data Store

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



#### 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.



#### Annotation

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

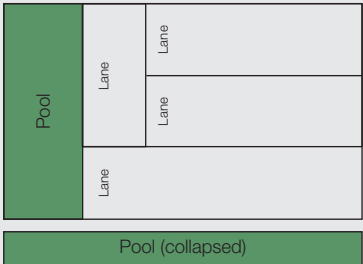


#### Group

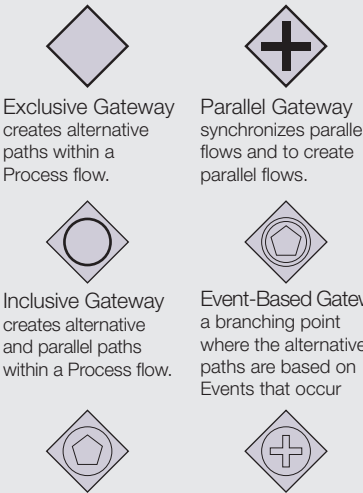
A visual way of informally grouping items on a diagram, for example to highlight an area that requires further analysis.

## Notation: Analytic Process Models

### Pools and Lanes



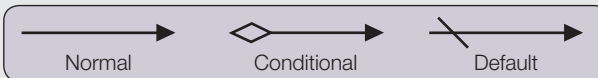
### Gateways



### Flow

#### Sequence Flow

The flow of the process between events that occur, activities performed by the lanes and decisions that are made (gateways).



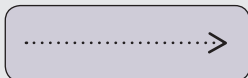
#### Message Flow

The flow of information as Messages between Participants.



#### Associations

Attaches artifacts (such as data objects) to activities.



### Events

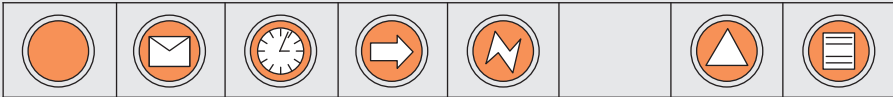
#### Start Events



#### Immediate Events



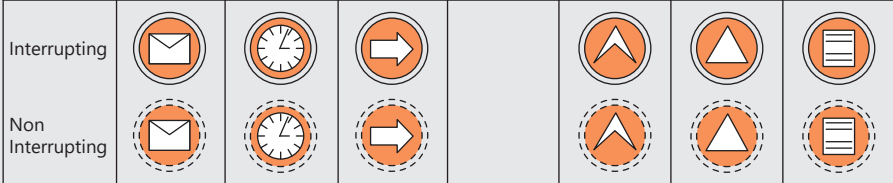
#### Catching



#### Throwing



#### Boundary Intermediate Events (interrupting, non interrupting)

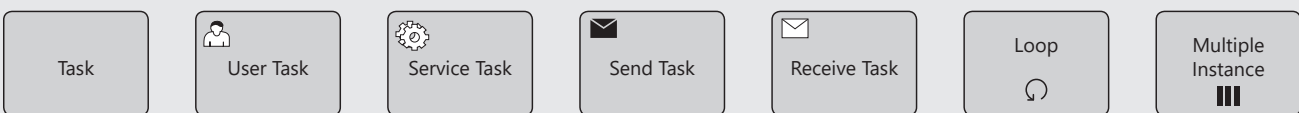


#### End Events

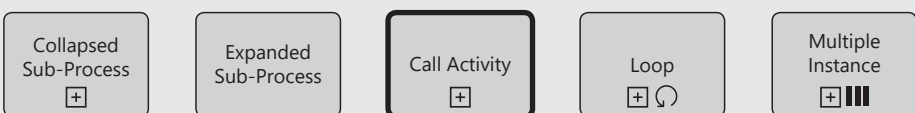


### Activities

#### Tasks



#### Sub Processes



### Artefacts



#### Data Store

Somewhere that the process can read or write data, that persists beyond the scope of the process.



#### Data Object

Inputs to and outputs from activities, represent documents, data or other objects that are passed between the activities in a process.



#### Annotation

Allow additional information relevant in documenting the process to be shown on the diagram



#### Group

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