

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 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:

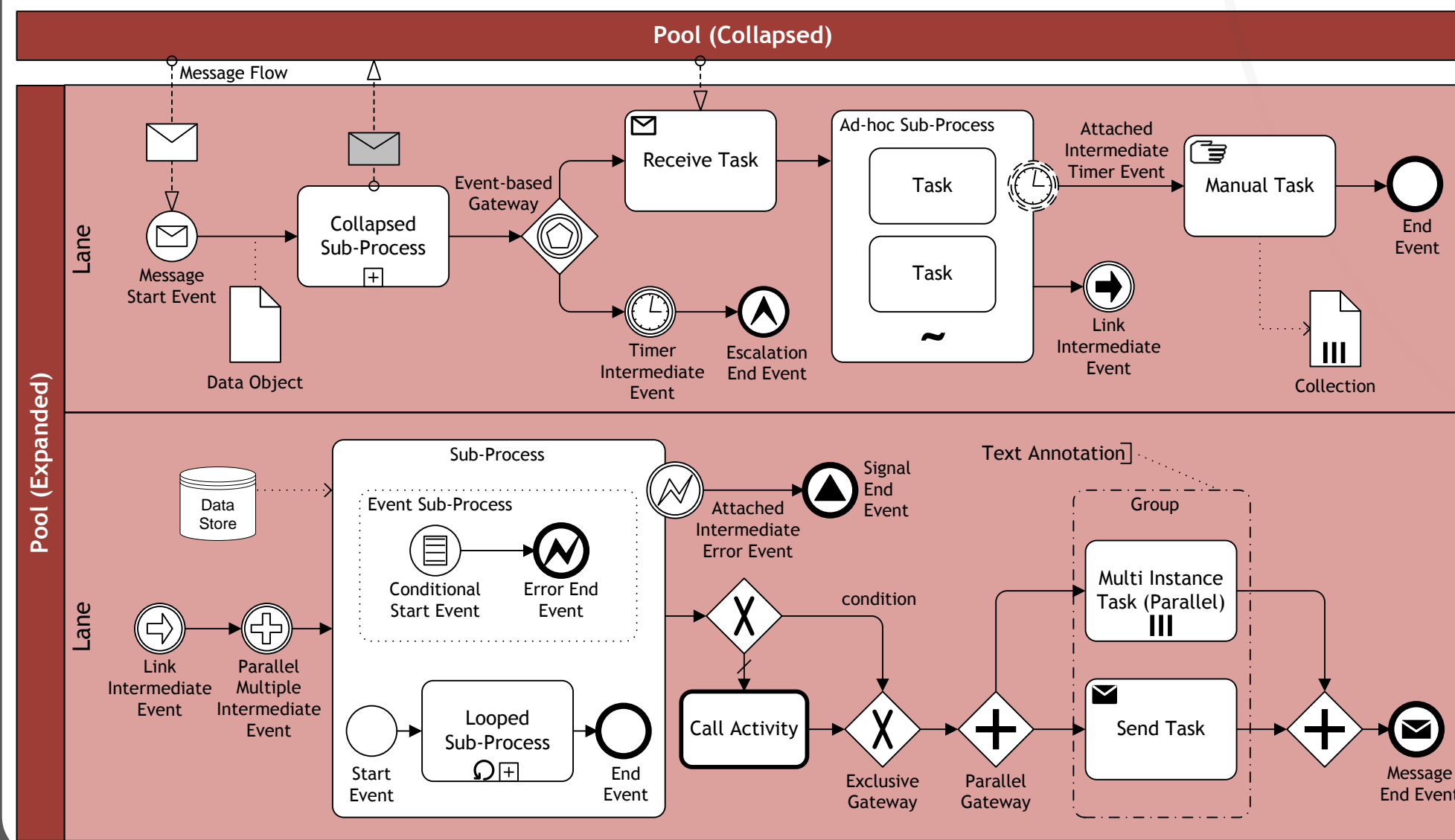
- Send Task
- Receive Task
- User Task
- Manual Task
- Business Rule Task
- Service Task
- Script Task

- 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.

Events

	Top-Level	Start	Intermediate	End		
	Event Sub-Process Interrupting	Event Sub-Process Non-interrupting	Catching	Boundary Interrupting	Boundary Non-Interrupting	Throwing
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.						

Collaboration Diagram



Data

- Data Input:** An external input for the entire process. It can be read by an activity.
- Data Output:** A variable available as result of the entire process.
- Data Object:** Represents information flowing through the process, such as business documents, e-mails, or letters.
- Collection Data Object:** Represents a collection of information, e.g., a list of order items.
- Data Store:** 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.
- Message:** Used to depict the contents of a communication between two Participants.

Swimlanes

