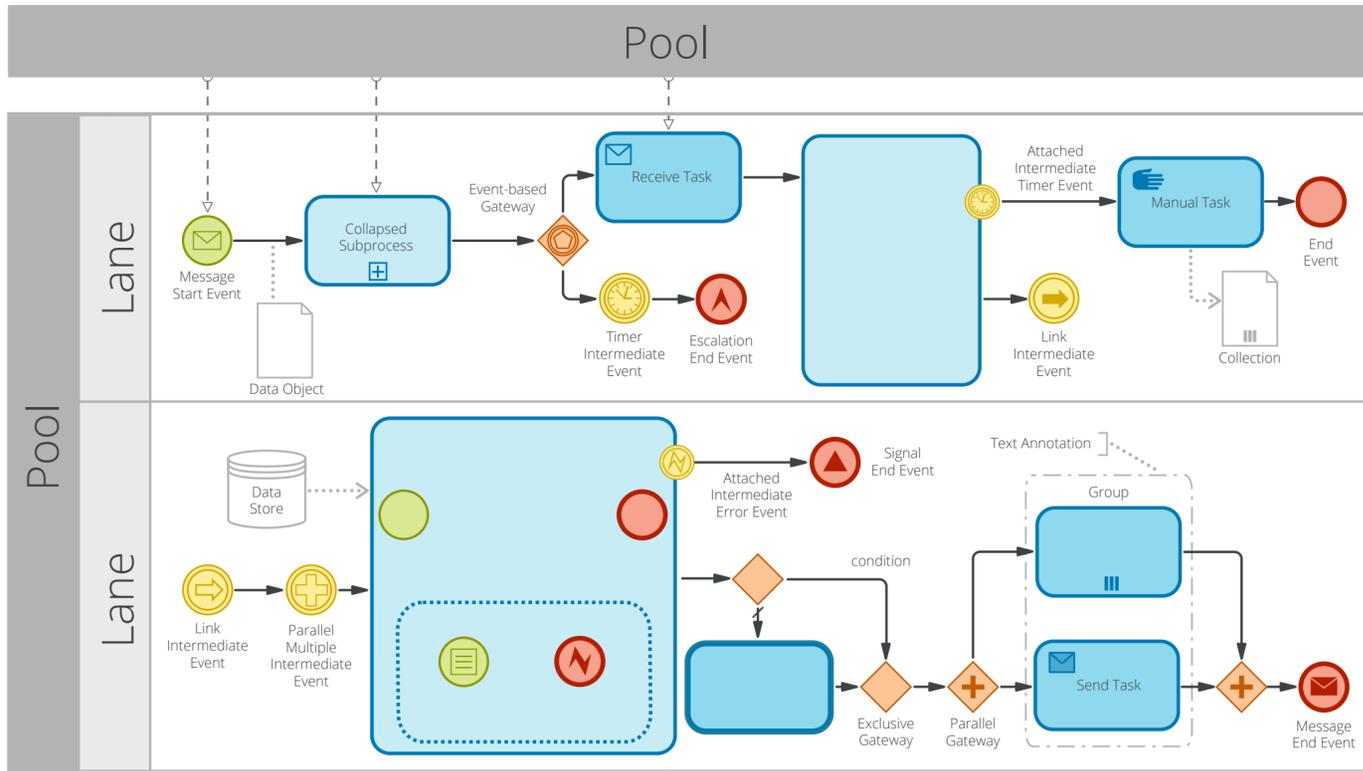


# Bariumlive

BPMN MODELER 2.0



## 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 Task or Process reused in the current Process. A call to a Process is marked with a .

## Activity Markers

Markers indicate execution behavior of activities:

- Sub-Process Marker
- Loop Marker
- Parallel Multi Instance Marker
- Sequential Multi Instance Marker
- Ac 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**  
A sequence flow defines the execution order of activities.
- Default flow**  
The default flow is the default branch to be chosen if all other conditions evaluate to false.
- Conditional flow**  
The conditional flow has a condition assigned that defines whether or not the flow is used.

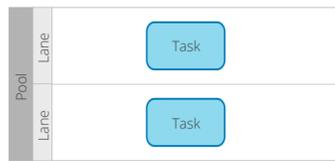
## Gateways

- Exclusive Gateway**  
When splitting, the exclusive gateway routes the sequence flow to exactly one of the outgoing branches. When merging, it awaits one incoming branch to complete before triggering the outgoing flow.
- Inclusive Gateway**  
When splitting, one or more branches are activated. All active incoming branches must complete before merging.
- Complex Gateway**  
Complex merging and branching behavior that is not captured by other gateways.
- Event-based Gateway**  
An event-based gateway is always followed by catching events or receive tasks. Sequence flow is routed to the subsequent event/task which happens first.
- Exclusive Event-based Gateway (instantiate)**  
Each occurrence of a subsequent event starts a new process instance.
- Parallel Gateway**  
When used to split the sequence flow, all outgoing branches are activated simultaneously. When merging parallel branches it waits for all incoming branches to complete before triggering the outgoing flow.
- Parallel Event-based Gateway (instantiate)**  
The occurrence of all subsequent events starts a new process instance.

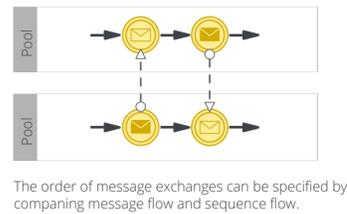
## Events

	Start			Intermediate			End
	Standard	Event Sub-Process Interrupting	Event Sub-Process Non-interrupting	Catching	Boundary Interrupting	Boundary Non-interrupting	Throwing
<b>None:</b> Untyped events, indicate start point, state changes or final states.							
<b>Message:</b> Receiving and sending messages.							
<b>Timer:</b> Cyclic timer events, points in time, time spans or timeouts.							
<b>Escalation:</b> Escalating to an higher level of responsibility.							
<b>Conditional:</b> Reacting to changed business conditions or integrating business rules.							
<b>Link:</b> Off-page connectors. Two corresponding link events equal a sequence flow.							
<b>Error:</b> Catching or throwing named errors.							
<b>Cancel:</b> Reacting to cancelled transactions or triggering cancellation.							
<b>Compensation:</b> Handling or triggering compensation.							
<b>Signal:</b> Signalling across different processes. A signal thrown can be caught multiple times.							
<b>Multiple:</b> Catching one out of a set of events. Throwing all event defined.							
<b>Parallel Multiple:</b> Catching all out of a set of parallel events.							
<b>Manual:</b> Human-interaction made available in User Tasks or as external links. State changes.							
<b>Terminate:</b> Triggering the immediate termination of a process.							

## Lanes



**Message Flow**  
A Message Flow symbolizes information flow across organizational boundaries. Message Flow can be attached to pools, activities, or message events.  
The Message Flow can be decorated with an envelope depicting the content of the message.



**Pools and Lanes**  
Pools (Participants) and Lanes represent responsibilities for activities in a process. A pool or a lane can be an organization, a role, or a system. Lanes subdivide pools or other lanes hierarchically.

## Data

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

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

**Data Input**  
A Data Input is an external input for the entire process. A kind of input parameter.

**Data Association**  
A Data Association is used to associate data elements to Activities, Processes and Global Tasks.

**Data Store**  
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.

**Data Output**  
A Data Output is data result from the entire process. A kind of output parameter.

Conversation Diagram

Choreography Diagram

Parts of the BPMN 2.0 syntax not yet supported in Barium Live BPMN Modeler 2.0

This poster presents the Barium Live BPMN Modeler 2.0. The notation is a replica of the Official BPMN standard developed by the Object Management Group. [www.BPMN.org](http://www.BPMN.org)

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