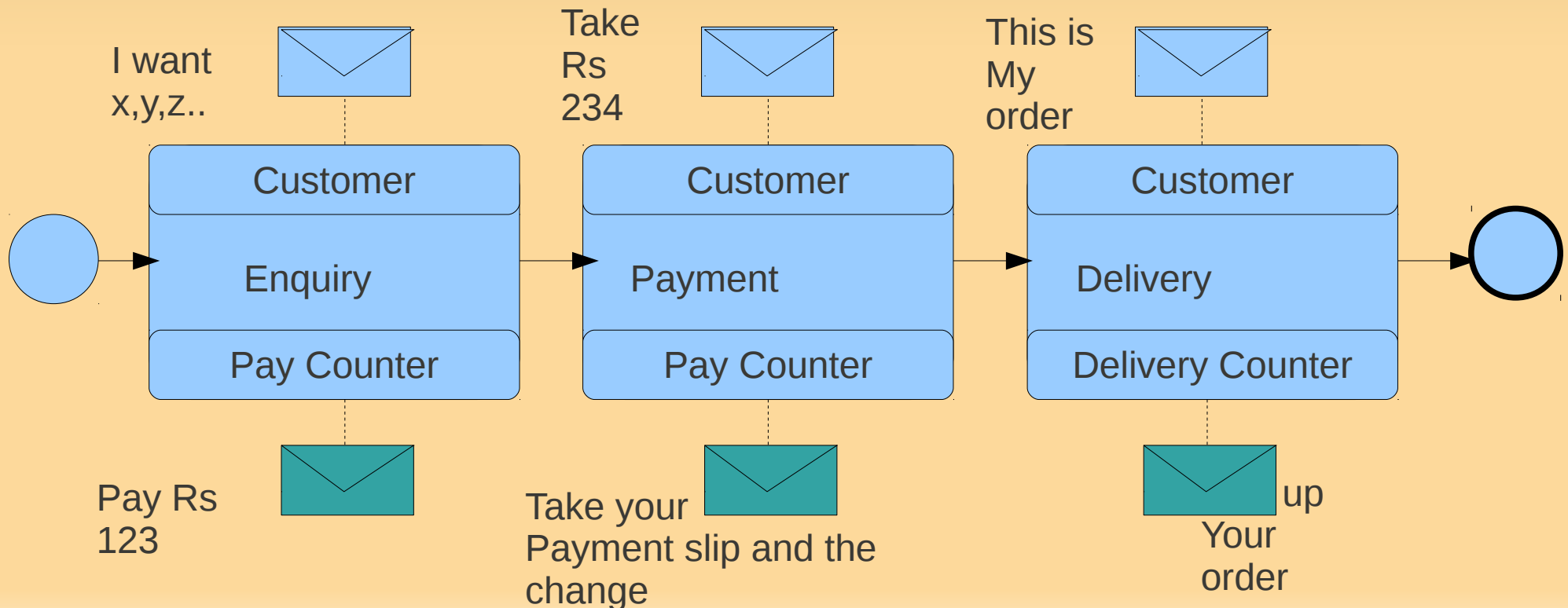


# Introduction to BPMN - II

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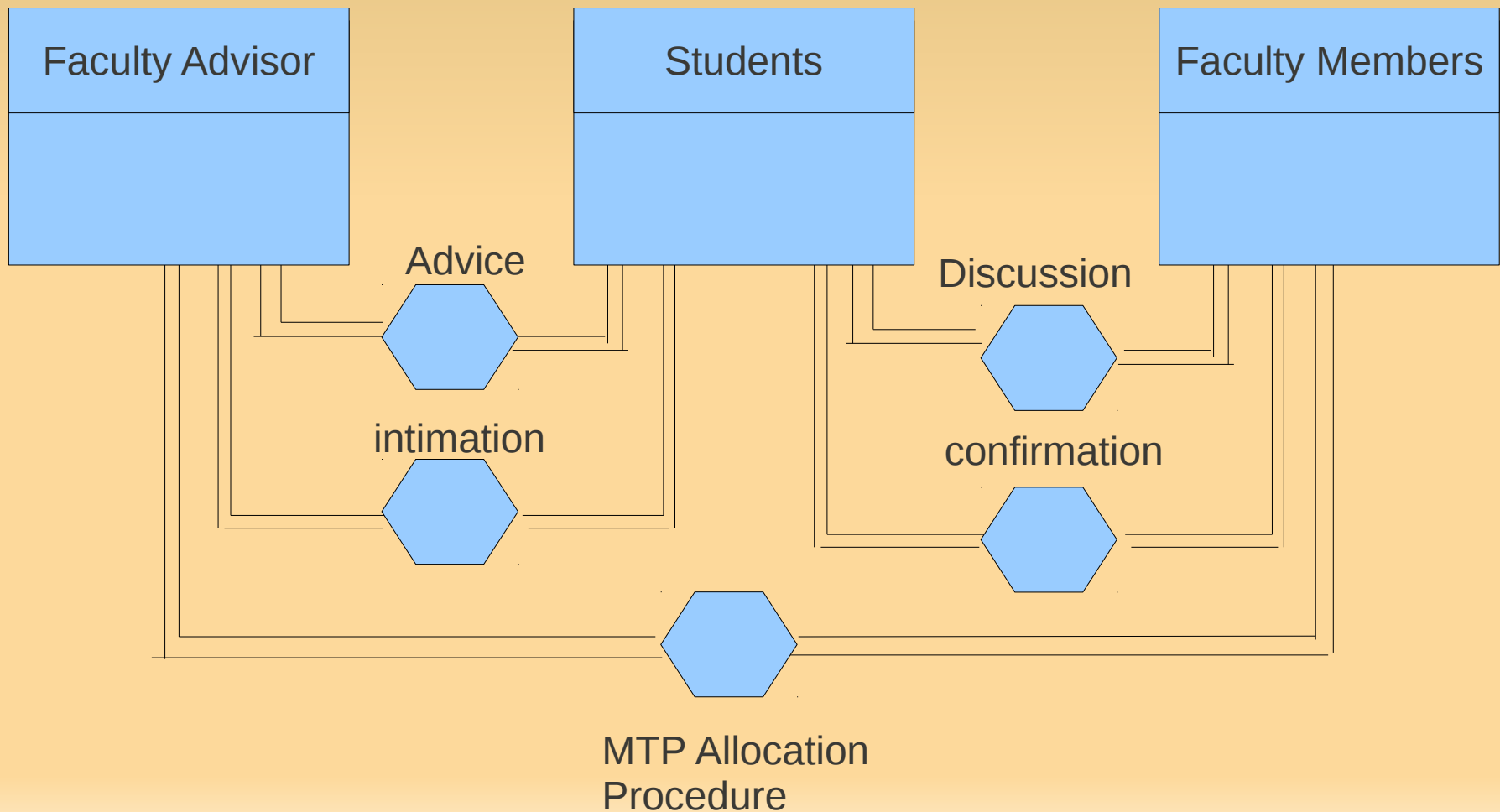
# Choreography

- Self contained, represents behavior- **procedural contract** between parties
- Activities in choreography are **interactions** represent a set of message exchanges involving two or more participants
- There is **no central controller** or a responsible entity or observer of the process



# Conversation

- A conversation (hexagons) An informal description of a collaboration diagram
- Pools (participants) do not contain processes, choreography is also absent
- A conversation is a logical relation of message exchanges

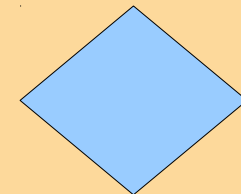
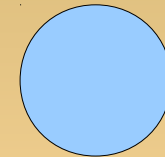


# Token

- A start event generates a token
- It gets consumed with end event
- A token passes through sequence flows of activities through a process
- A token does not traverse through message flows
  - Only a message is passed down a message flow
- Token path can be traced through sequence flows, gateways, activities within a process

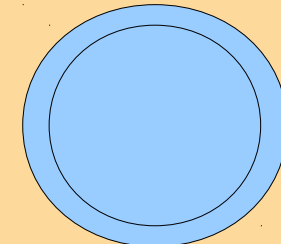
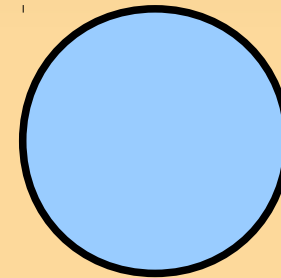
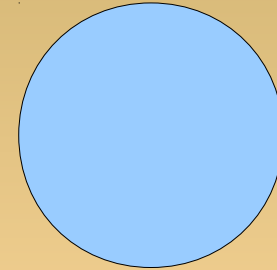
# BPMN Elements: Flow Objects

- Events: happens, trigger(cause)-impact(result)
- Activities: work in a process
- Gateways: Divergence and Convergence, i.e. branch, fork, merge, join



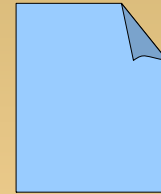
# BPMN Elements: Events

- Start Event:  
process/choreography  
starts
- End Event:  
process/choreography  
terminates
- Intermediate Event: not a  
start or an end event

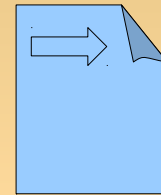


# BPMN Elements: Data

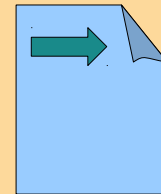
- Data objects



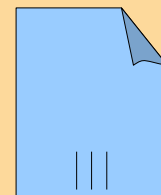
- Data inputs



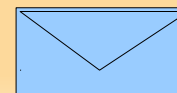
- Data outputs



- Data collection

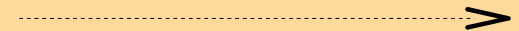
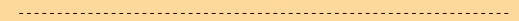
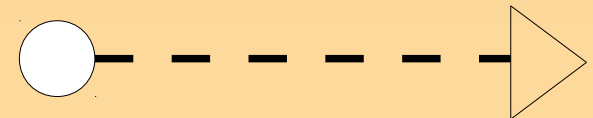


- Message



# BPMN Elements: Connecting Objects

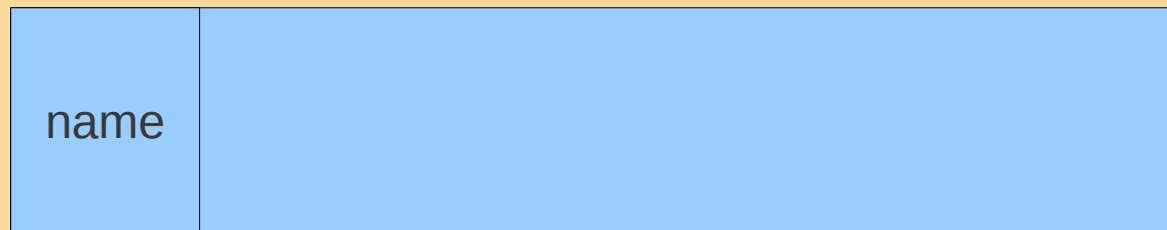
- Sequence Flows: order of activities in a process and in a choreography
- Message Flows: between 2 participants (pools in a collaboration)
- Associations: links information and artifacts with bpmn graphical elements
- Data Associations showing direction of flow





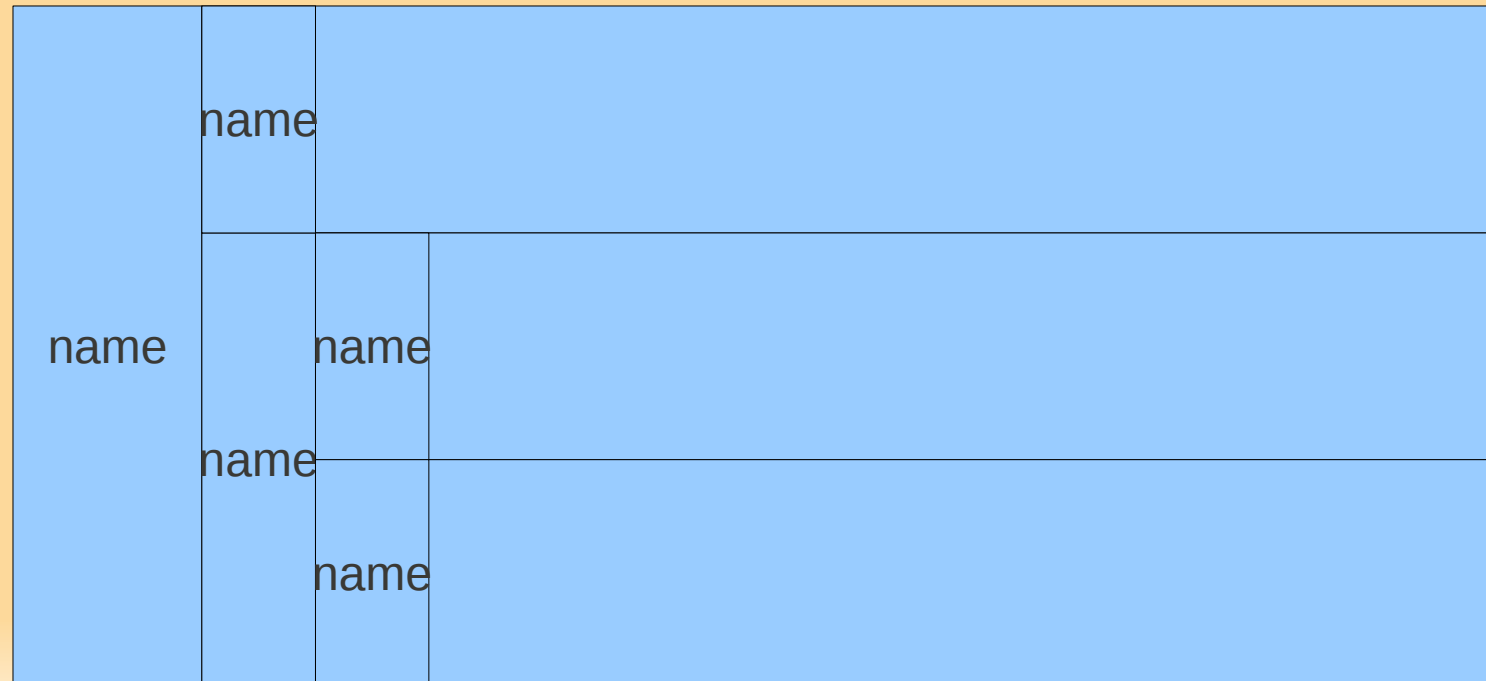
# BPMN Elements: Swimlanes

- Pool
  - Carries a process
  - Represents a participant
  - Partitions set of activities
  - It may be shown as a black box in a particular diagram



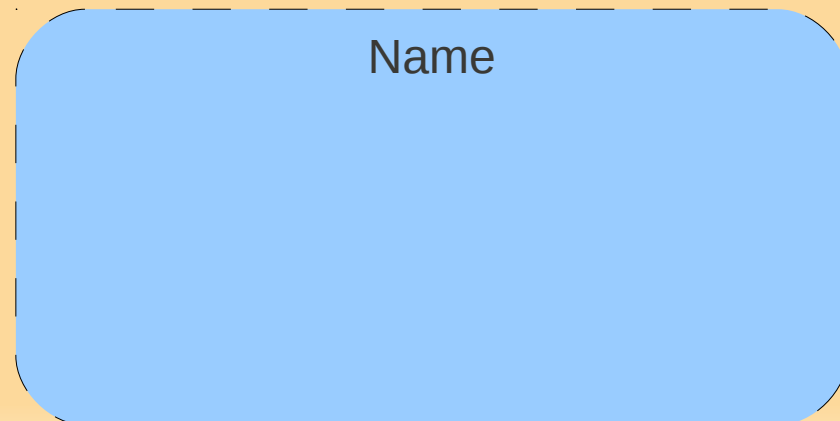
# BPMN Elements: Swimlanes

- Lanes
  - organize a pool
  - Sub-partition within a process
  - Organize activities
  - Extend over the entire process



# BPMN Elements: Artifacts

- Group:
  - for documentation purpose grouping objects into categories
  - It is not an activity
  - It can cross boundaries of pools
  - e.g. Certain activities can be grouped and named conveniently



# BPMN Elements: Artifacts

- Text Annotation
  - Provides additional information specific to object
  - Connect to object through association
  - Does not affect the flow of process

