

Modeling Execution

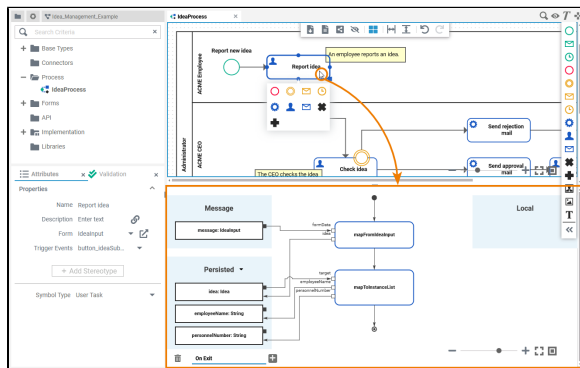
Once you have modeled your business process on the diagram pane, you can add execution parts to this process to bring it to life. The execution pane is the place where you make your model executable.



You need to perform two steps to implement executonal parts to your model:

1. Provide all necessary data types and operations for the implementation of your process. These types and operations reside in the **Service** panel of the BPMN editor.
 - You can use the **Base Types** that are provided with the Designer.
 - You can create other necessary types yourself in the **Implementation** section.
Refer to [Modeling Data Mapping](#) for further information.
 - You can import a library that provides additional types and operations.
Refer to [Designer Administration > Libraries](#) for further information.
2. In the second step, select data types and operations from the **Service** panel, and add them to your process at the right places.
 - How this is done will be explained in this chapter.

The execution pane is displayed below the diagram pane. It is shown as soon as you click on one of the BPMN elements:



Creating an Execution Model

The content of the execution pane depends on the BPMN element. For some elements the execution model must be created manually when you want to add execution, for others a default execution diagram is created automatically. Some BPMN elements allow for no execution at all.

| Execution Diagram | BPMN Elements | Possible Execution Models | Description |
|----------------------|--|---------------------------|--|
| No Execution Diagram | Exclusive Gateway Parallel Gateway Lane Image FreeText | | <p>You cannot add execution to the listed BPMN elements. The Add Execution Model button</p> |

On this Page:

- [Creating an Execution Model](#)
- [Contents of the Execution Model](#)





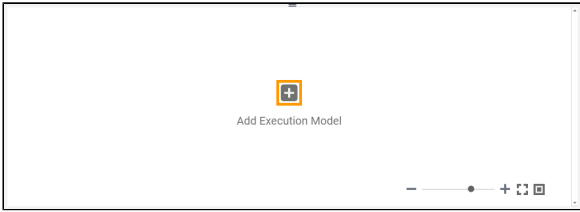




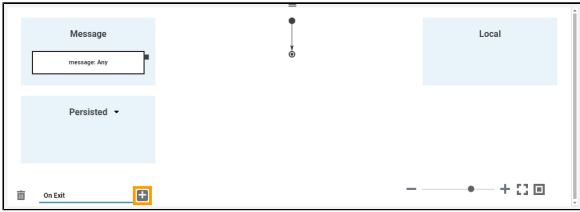

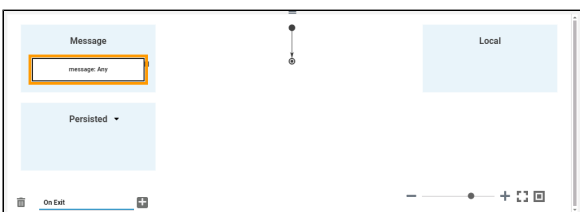



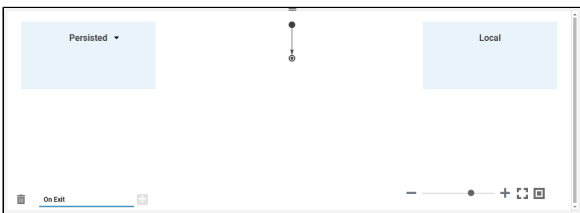

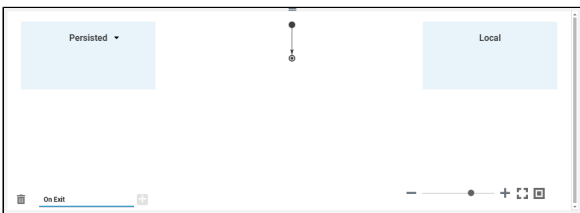

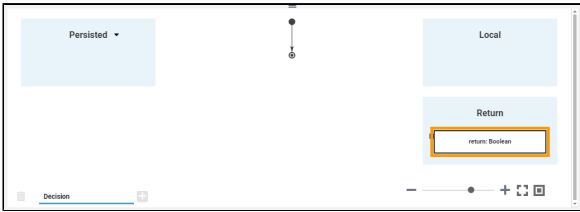
Idea_Management_Example




Click the icon to download a simple example model that shows what you can do with **Lanes** and **Forms** in **Scheer PAS Designer**. It also contains a configured **instance list** and shows the usage of **trigger events**.

Related Pages:

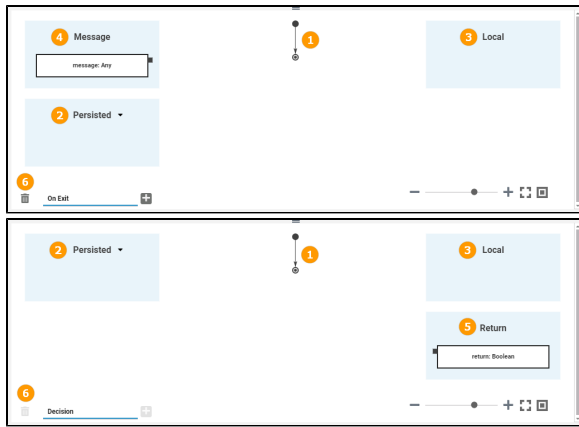
- [Working with the Execution Editor](#)
- [Changing the Attributes of Execution Elements](#)
- [Modeling BPMN](#)
- [Working with the BPMN Editor](#)
- [Working With Libraries](#)
- [PAS Designer Developer Guide](#)
 - [Concepts of Data Modeling](#)
 - [Developing and Using Libraries](#)

| | | | |
|--------------------|--|--|---|
| Manual Creation |  Start Event  Timer Start Event  End Event | <ul style="list-style-type: none"> On Event | <p>Click  to add an execution model.</p>  |
| |  Plain Event  Timer Event | <ul style="list-style-type: none"> On Exit | |
| |  User Task | <ul style="list-style-type: none"> Get Data | <p>Click the  icon next to the name of the existing execution model to create an additional</p>  |
| Automatic Creation |  Message Start Event | <ul style="list-style-type: none"> On Event | <p>All listed BPMN elements have an incoming message that is automatically generated to the</p>  |
| |  Message Event  Receive Task  User Task | <ul style="list-style-type: none"> On Exit | <p>You need to change the type of this incoming message to the actual type of the incoming o > Changing the Type for more information on how to do this.</p>  |
| |  Service Task | <ul style="list-style-type: none"> On Exit |  |
| |  Exclusive Gateway Relation | <ul style="list-style-type: none"> Decision | <p>The execution model on a gateway decision is a mandatory model that cannot be deleted.</p>  |

All execution models (except for the **Decision** model) can be deleted by clicking the trash icon  next to the model name.

Contents of the Execution Model

Execution models consist of the following elements and areas:



| Nr. | Section | Description |
|-----|------------------------|--|
| 1 | Operations Flow | Every execution pane contains an empty operations flow with start and end node. |
| 2 | Persisted | Variables created in section Persisted are usable in all executions of the BPMN model. |
| 3 | Local | Variables created in section Local are only available for use within the current execution. |
| 4 | Message | Section Message is shown for all BPMN elements that need to process an incoming message. As per default, the incoming message has type any . To gain access to the data used in your process, you have to apply the correct type from a customized library. |
| 5 | Return | For outgoing relations of Exclusive Gateways section Return is displayed, containing the unchangeable variable return of type boolean . Section Return is also displayed in the Get Data tab of User Tasks , containing the variable return of type any . If a form is assigned to the user task, variable return is of the form's type. |
| 6 | Execution Tabs | <p>You can add and delete the execution model of a BPMN element. For each execution model a corresponding tab is displayed at the bottom of the execution pane. The tab name indicates the time of the execution. Possible tabs are:</p> <ul style="list-style-type: none"> • On Event: The model is executed when the event occurs. • On Exit: The model is executed after completion of the task/event. • Decision: The model is executed when the process reached the gateway. • Get Data: The model is executed when BPMN is waiting in a user task and returns the default values for the form. |