Mapping BPMN to UML

The mapping from BPMN to the executable UML is done by the MagicDraw BPMN-Importer of the E2E builder, which is able to import Magic Draw BPMN Definitions available in Business Process Diagrams (see Importing the BPMN Process).

The importer creates a UML model in a read-only module which consists of all the elements required to execute the BPMN process. It contains for each process a state machine with his abstract persistent state class with overridable operations and signals as a read-only module. The modeler uses this module as framework and realizes the concrete functionality in his implementation model by overwriting the appropriate properties of the persistent state class.