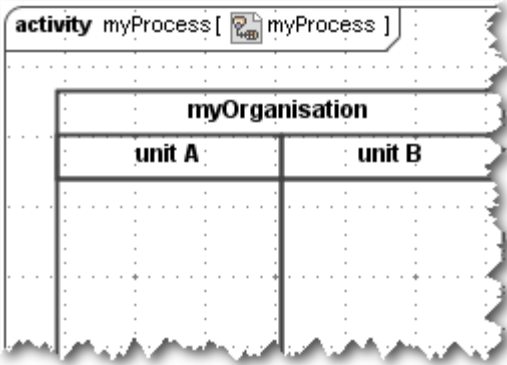
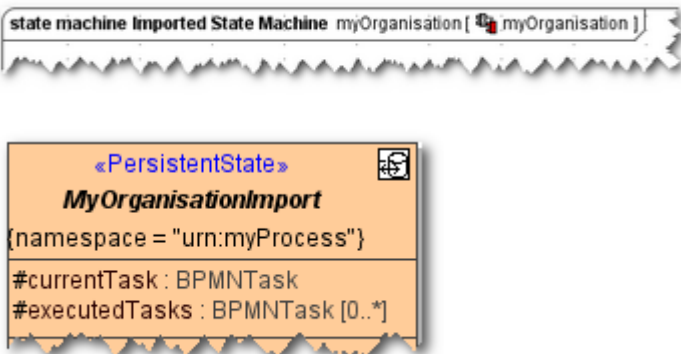


Processes, Pools and Swimlanes

BPMN shape	BPMN description
 The diagram shows a BPMN process shape. At the top, it is labeled 'activity myProcess' with a BPMN icon and 'myProcess' in brackets. Below this, there is a swimlane structure. The first swimlane is labeled 'myOrganisation'. Inside this swimlane, there are two sub-swimlanes labeled 'unit A' and 'unit B'. The entire shape has a dashed border and a shadow.	<p>A Process is any activity performed within a company or organization.</p> <p>A Pool might be used to organize activities and to depict the collaboration between partners.</p> <p>A business process is then organized inside a pool of Swimlanes. A particular swimlane will present the tasks relevant to a specific business unit for instance.</p> <p>Note: For usability reasons we recommend to draw the process in vertical orientation (despite the fact that within this guide horizontal orientation is used in some cases).</p> <p>In order to execute a process, the business process must get the stereotype <code><<BPMNExecutableProcess>></code>. If the process contains pools, then all executable pools must have the stereotype <code><<BPMNExecutablePool>></code>. In this case, the stereotype <code><<BPMNExecutableProcess>></code> is optional. If the process contains pools, tasks must be contained either in an executable- or in a non-executable pool otherwise the importer will complain.</p> <p>Note: The process must <i>not</i> be in the root package, but within a sub package as name and namespace are derived from the sub package in the UML.</p>
UML representation	UML description
 The diagram shows two UML elements. The top element is a state machine diagram labeled 'state machine Imported State Machine myOrganisation' with a UML icon and 'myOrganisation' in brackets. Below it is a class diagram for a persistent state. The class is named 'MyOrganisationImport' and has the stereotype '«PersistentState»'. It has a namespace of 'urn:myProcess'. It has two attributes: '#currentTask : BPMNTask' and '#executedTasks : BPMNTask [0..*]'. The class has a UML icon.	<p>A process, respectively a pool if existing, will be represented by a state machine and by its associated abstract <code><<PersistentState>></code> class. Each process instance is represented by a persistent state instance.</p> <p>A pool existing, the names are derived from the pool, otherwise from the process.</p> <p>The swimlanes have no UML representation, because they are not yet relevant for the execution of the process.</p>