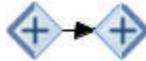


BPMN Activities and Gateways for Oracle BPM 11g

Activity	Name	Human?	Description	Activity	Name	Human?	Description
	Initiator Interactive	Yes	This is one of the ways that a new work item instance can be created in a process and is how a human can initiate a work item instance.		Notification	No	This is used to send notifications to users as  human task,  IM,  SMS,  voice or  email. The user is simply notified and they do not have to perform any action.
	User Interactive	Yes	This represents a task in the process where work is performed by a single end user. The work can be assigned using the default roles or specifically assigned. This is the most commonly used Interactive activity.		Business Rule	No	This is used to invoke an Oracle business rule from inside the process.
	FYI Interactive	Yes	The work item instance enters this activity and then sends a notification to the end user(s) designated. The work item instance immediately and automatically moves to the next activity in the process.		Script	No	A developer uses this to transform data in the process from one payload variable into another variable that has a different format.
	Management Interactive	Yes	This is used to get additional approvals up the management chain. The number of approval levels or the title of the final approver can be passed into the activity as input.		Service	No	A developer uses this to invoke a web service exposed by a developer in the BPM project's composite diagram.
	Group Vote Interactive	Yes	This single activity can be used to perform parallel tasks simultaneously sent to a group of people for a vote.		Send	No	A developer uses this as one of the ways to send a message to a system or another process.
	Complex Interactive	Yes	This is used to define a single activity that has a complex series of end user interactions based on a mix of the above interactive activity patterns (e.g. a simple User task flowing to an FYI flowing to a Management approval that flows to a Group Vote task).		Receive	No	A developer uses this as one of the ways to receive a message sent to the process from a system or another process. The instance in the process waits in this activity until the message has been received.
	Manual Task	Yes	This represents human work done outside of the automated process once it has been activated (e.g. "Carry fax to the underwriter's desk").	Gateway			
	Activity	Yes	This is used early in the process's design as a placeholder for some activity. This placeholder is replaced with an implementable activity once the implementation has been decided (e.g. an interactive, a business rule, a service or a subprocess activity).		Exclusive Gateway		This is similar to a decision diamond in a traditional flowchart. The instance in the process exits this through only one of the outgoing sequence flows leaving this gateway.
	Call	No	This is used to invoke another process in the same project. The process invoked must be defined as a "Reusable" process		Parallel Gateway		This allows multiple parallel branches to be created between where it splits and merges. All of the branches that leave the split point have copies of the instance flowing through them.
	Subprocess	No	Several activities in the process can be grouped together inside of a subprocess activity. This simplifies the process. When the + icon inside the activity is clicked, the activity expands and displays the activities inside the Subprocess. This can be defined as a  Loop (an array is sequentially iterated through) or  Multi-instance (instances are created simultaneously for each item in an array). This is also known as an Inline or Embedded Subprocess.		Inclusive Gateway		This allows one or more parallel branches to be created between where it splits and merges. Only the branches that leave the split point that have conditions that evaluate as true have copies of the instance flowing through them.
	Event Subprocess	No	This standalone activity catches incoming messages or signals or exceptions or to set a service level agreement for the process. When its + icon is clicked, the activity expands and displays the activities inside.		Complex Gateway		This is used by either the parallel or inclusive gateways. You can define logic in the complex join that allows an early release at the merge point.
					Event Gateway		A developer uses this to define a point in the process and the branch taken depending on which downstream event fired (e.g. this could branch to a timer and a message event – either it will time out or the message will be received).

BPMN Events for Oracle BPM 11g

Event	Name	Boundary Event?	Description	Event	Name	Boundary Event?	Description
	Start None	No	Starts a work item instance in the process and is the start event for either a reusable process invoked by a Call activity or an Inline Subprocess.		Catch Timer Non-Interrupting	Must be a Boundary Event	On an activity's boundary, once the specified time or time duration elapses – a new instance automatically travels through the sequence flow associated with it, but the original instance remains in the activity.
	Start Message	No	Starts a work item instance in a process when a one-way web service operation from a specific sender is received (the message received might have been sent by (1) a web service call, (2) another process's End or Throw Message Event, or (3) another process's Send Activity).		Catch Signal	Yes – Can be used as a Boundary Event	Inside the process, this receives a signal that thrown by a paired Throw Signal Event in a process or loosely coupled external published signal.
	Start Message Non-Interrupting	No	Used in an Event Subprocess activity. Once the one-way web service operation is received, the instance remains in the main process and a separate instance enters the Event Subprocess.		Catch Error	Must be a Boundary Event	This must be a boundary event for an activity and is used to catch an exception thrown from inside the activity.
	Start Signal	No	Starts a work item instance in a process when a signal is received that thrown by a paired Throw Signal Event in a process or loosely coupled external published signal.		Throw Message	No	Inside the process, this sends a one-way web service operation to a specific receiver (this might be received by a Start or Catch Message Event, or a Receive Activity).
	Start Timer Interrupting	No	Used in an Event Subprocess activity to enforce a service level agreement for a work item instance in the process no matter where it is in the process. The instance leaves the main process when this timer expires and enters the Event Subprocess.		Throw Signal	No	Inside the process, this broadcasts a signal that can be caught by one or more paired Catch Signal Events in a process or loosely coupled external subscribers for the published signal.
	Start Timer Non-Interrupting	No	Used in an Event Subprocess activity to enforce a service level agreement for a work item instance in the process no matter where it is in the process. The instance remains in the main process when this timer expires and a separate instance enters the Event Subprocess.		End None	No	Indicates that the end of a path in a process or subprocess has been reached.
	Start Error	No	Start Error Events can only be used as one of Start Events for an Event Subprocess and is used to catch an exception thrown from inside the process. A process cannot begin with a Start Error Event.		End Message	No	At the end of a path in a process or subprocess, this sends a one-way web service operation to a specific receiver (this might be received by a Start or Catch Message Event, or a Receive Activity).
	Catch Message Interrupting	Yes – Can be used as a Boundary Event	Inside a sequence flow or on an activity's boundary, this receives a one-way web service operation from a specific sender (the message received might have been sent by (1) a web service call, (2) another process's End or Throw Message Event, or (3) another process's Send Activity).		End Signal	No	At the end of a path in a process, this broadcasts a signal that can be caught by one or more paired catch signal events in a process or loosely coupled external subscribers for the published signal.
	Catch Message Non-Interrupting	Must be a Boundary Event	On an activity's boundary, this receives a one-way web service operation from a specific sender (the message received might have been sent by (1) a web service call, (2) another process's End or Throw Message Event, or (3) another process's Send Activity). The instance remains in the activity.		End Error	No	This is used to throw an exception as the instance leaves the process.
	Catch Timer Interrupting	Yes – Can be used as a Boundary Event	Inside a sequence flow or on an activity's boundary, once the specified time or time duration elapses - the work item instance automatically travels through the sequence flow associated with it. If used as a boundary event for an activity, this acts as a timeout for the activity. If used inside a sequence flow, the work item instance is paused by this event.		End Terminate	No	Allows a path in the process to abort immediately. Use this with caution - End Terminates should not be used in a path in either a Parallel or Inclusive Gateway.