**Level 2 High Level BPMs (BPMN), L3 Business Requirements BPMs (BPMN) and L4 Functional Requirements BPMs (BPMN)**

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**TASKS**
- **Task (Abstract):** Activities of a process as described in the legal text (L2, L3, L4)
- **Send Task:** Automated system actions to send information/message to another participant (L4)
- **Receive Task:** Reception of an information from another party/participants (pool) (L4)
- **Service Task:** Used to model automated tasks that are performed by the system/application (L4)
- **User Task:** Used to model human actions (user task) with the assistance of the system (L4)
- **Sub-process:** A sub-process is a compound activity composed of tasks and other sub-processes. When collapsed these activities remain hidden (L2, L3, L4)
- **Call activity:** A call-activity triggers another standalone process, which relates to one business function (e.g. Right to be heard) (L2, L3, L4)

**EVENTS**
- **Empty Start Event (None):** There is no specific trigger. It is used in sub-process when it is called by the parent process. (L2, L4)
- **Message Start Event:** Indicates that the process is triggered with the reception of a message (L2, L3, L4)
- **Conditional Start Event:** Indicates that the process is triggered with condition becomes true (L2, L3, L4)
- **Timer Intermediate Event:** The timer intermediate event can be used to model timer expiration after an event-based gateway. Can be attached to the boundary of tasks or sub-process and be interrupting or non-interrupting event (L2, L3, L4)
- **Conditional Intermediate Event:** The event is triggered when the conditions of event becomes true (L2, L3, L4)
- **Message Intermediate Event:** The event is triggered when the expected message is received (L2, L3, L4)
- **Empty Intermediate Event:** The event is triggered as a passive intermediate event condition (L2, L3, L4)
- **Signal Catch Intermediate Event:** The event is triggered when the expected signal is received (L4)
- **Signal Throw Intermediate Event:** The event is triggered when the expected signal is thrown (L4)
- **Empty End Event (None):** There is no specific type of event. It is used to indicate the end of the process (L2, L3, L4)
- **Terminate End Event:** It is used to terminate the process and all active flows within the pool (L2, L3, L4)

**GATEWAYS**
- **Exclusive Gateway:** When a decision (exclusive) is taken (L2, L3, L4)
- **Event-Based Gateway:** When an event occurs (L2, L3, L4)
- **Inclusive Gateway:** When a decision (inclusive) is taken (L2, L3, L4)
- **Parallel Gateway:** Used to divide the flow into more or parallel paths (L2, L3, L4)
- **Instantiating Parallel Event-Based Gateway:** Used at the beginning of a process when multiple events need to occur before the end of a process (L2, L3, L4)

**Connecting Objects**
- **Sequence Flows:** Connects flow objects within a process (Pool) and shows the order the activities are occurring within this process (L2, L3, L4)
- **Message Flows:** Used to model collaboration and the message exchange between two Participants (Proxes) (L2, L3, L4)
- **Association:** Used to link an Artifact (e.g. Text Annotation) with other modelling objects (e.g. Task) (L2, L3, L4)

**EXAMPLES**

*The reader of this document is requested to refer to the User Guide for further details.*