

Taxation and customs union

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
Send Task		Automated system action 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

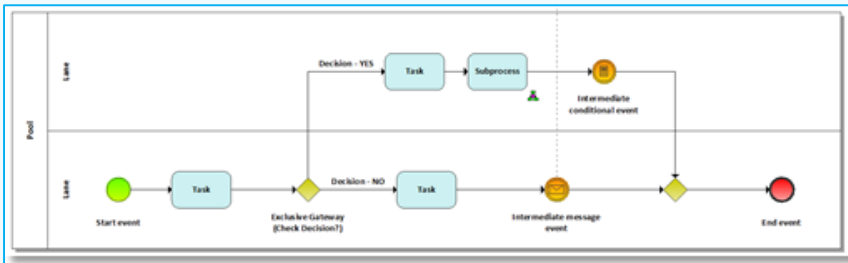
EVENTS				
Start	Empty Start Event (None)		There is no specific trigger. It is used in sub-process when it is called by the parent process.	L2, L3, L4
	Message Start Event		Indicates that the process is triggered with the reception of a message.	L2, L3, L4
	Conditional Start Event		Indicates that the process is triggered with condition becomes true.	L2, L3, L4
Intermediate	Timer Intermediate Event		The Timer Intermediate Event can be used to model timer expiration (after Event-based Gateway) Can be attached in the boundary of task or sub-process and be interrupting or non-interrupting event.	L2, L3, L4
	Conditional Intermediate Event		The event is triggered when the condition 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 generic intermediate event condition.	L2, L3
	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
End	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		Is used to terminate the process and all active flows within the Pool	L2, L3, L4

Swimlanes			
Group		Is used to group elements of the diagram. (not only for visualization purposes)	L2, L3
Text Annotation		Is used to provide additional information to the reader	
Data Cluster		Is used to represent Information Exchange between participating pools in BPMN	
Assignment		Represents presence of one or more assigned models in the identified object	
Pool		It is used to represent a Participant. Each Participant should be modelled as a Pool	L2, L3
Lane		Sub partition of the Pool. Each Lane should be modelled to visually distinct the system and the user of that system.	L4

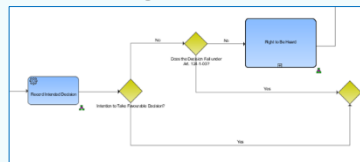
GATEWAYS			
Exclusive Gateway		When a decision (exclusive) is taken	L2, L3, L4
Event-Based Gateway		When an event occurs	L2, L3, L4
Inclusive Gateway		When a decision (inclusive) is taken	L2, L3, L4
Parallel Gateway		Used to divide (fork) or join the path in two or more parallel paths	L2, L3, L4
Instantiating Parallel Event-Based Gateway		Used at the beginning of a process when multiple events need to/ may occur before the ending of the corresponding process.	L2, L3, L4

Connecting Objects			
Sequence Flows		Connects flow objects within a process (Pool) and show the order the activities are executing within the process Cannot connect objects outside the Pool Cannot connect objects of Sub-process outside the Sub-Process	L2, L3, L4
Message Flows		Is used to model collaboration and the message exchange between two Participants (Pools)	L2, L3, L4
Association		Is used to link an Artifact (e.g. Text Annotation) with other modelling objects (e.g. Task)	L2, L3

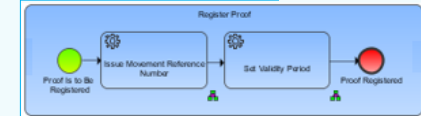
BPMN Collaboration Diagram Level 2 (L2)



Call Activity

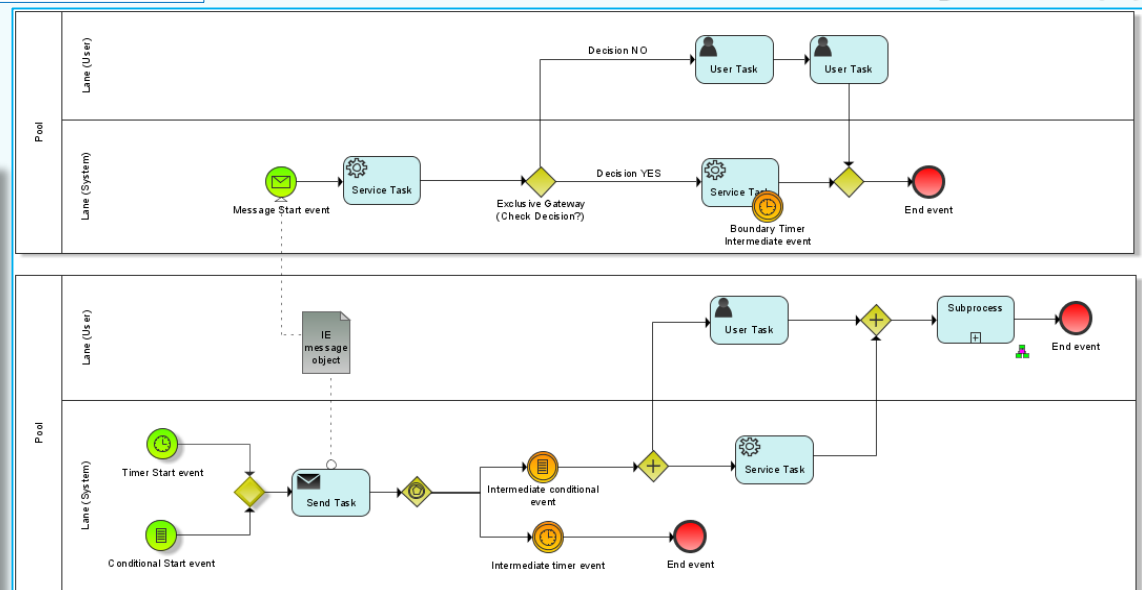


Sub-process



EXAMPLES

BPMN Collaboration Diagram Level 4 (L4)



BPMN Collaboration Diagram Level 3 (L3)

