

BPMN 2.0 cheat sheet

Read process and collaboration diagrams. Common symbols, based on OMG BPMN 2.0.2.

Events



Start Event



Intermediate Event



End Event



Message: catch



Message: throw



Timer: catch

Thin / double / thick rings. An empty End Event ends a path; other paths may remain active.

Activities



Task



Sub-Process: collapsed



Call Activity

Task: atomic work. Sub-Process: inner flow. Call Activity: reusable definition.



Standard loop



Parallel multi-instance



Sequential multi-instance

Gateways



Exclusive (XOR)
Split: one path. Merge: no synchronisation.



Inclusive (OR)
Split: one or more. Join: active branches.



Parallel (AND)
Split: all paths. Join: every incoming flow.



Event-Based
First configured trigger wins; not a data test.

An unmarked diamond can also mean Exclusive.

Flows



Sequence Flow
Work order within a process.



Message Flow
Communication between pools.



Association
Information link; not control flow.



Conditional Sequence Flow
Diamond: follow when condition is true.



Default Sequence Flow
Slash: fallback if other conditions fail.

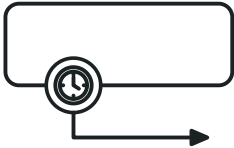
Pools and lanes



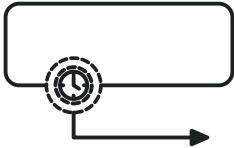
Pool: participant, possibly a black box.
Lane: grouping within a process.

Sequence flows may cross lanes, never pools. Messages connect different pools.

Boundary events



Interrupting
Cancels the attached activity.



Non-interrupting
Attached activity continues.

Attached to an activity. Solid rings interrupt; dashed rings do not. Timer examples shown.