

Business Analysis & Design

Overview

This course has been created for business analysts who want to use BPMN 2.0 extensively in their projects.

It focuses on practical aspects of all BPMN 2.0 specification as well as implementations of common patterns.

It is a series of short lectures followed by exercises: the delegates will have a problem described in English, and will have to create a proper diagram for each problem. After that, the diagrams will be discussed and assessed by the group and the trainer.

This course doesn't cover execution part of BPMN, it focuses on analysis and process design aspects of BPMN

Course Outline

BPMN 2.0 in context of Business Process Management

- Business Process definition
- How to model Business Process

Sub-model Types of Processes

- Choreographies
- Collaborations
- Conversations

Modeling Orchestration

- Private non-executable (internal) business process
- Private executable (internal) business process
- Public processes

Basic BPMN Symbols in Examples

- Activity
- Gateways
- Events
- Sequence Flow
- Message
- Artifacts

Modeling Collaboration

- Pool, Participants
- Lanes

Message Flow

- How to model messages

Process Design

Activities

- Activity vs Task
- Human Interactions
- Types of Tasks
- Sub-Process
- Call Activity
- Loop Characteristics and Multi-Instance

Items and Data

- Data Modeling

Events

- Concepts
- Start and End Events
- Intermediate Events
- Trigger
- Types of Events
 - Message
 - Timer
 - Error
 - Escalation
 - Cancel
 - Compensation
 - Link

Gateways

- Sequence Flow Considerations
- Exclusive Gateway
- Inclusive Gateway
- Parallel Gateway
- Event-Based Gateway
- Parallel Event-Based Gateway
- Complex Gateway

Compensation

- Compensation Handler
- Compensation Triggering
- Relationship between Error Handling and Compensation

Transaction

- Transaction definition
- Transaction outcomes
 - success
 - error
 - cancel

Choreography

- Choreography vs Orchestration
- Sequence Flow
- Events
- Gateways

Conversation

- Conversation
- Conversation Link