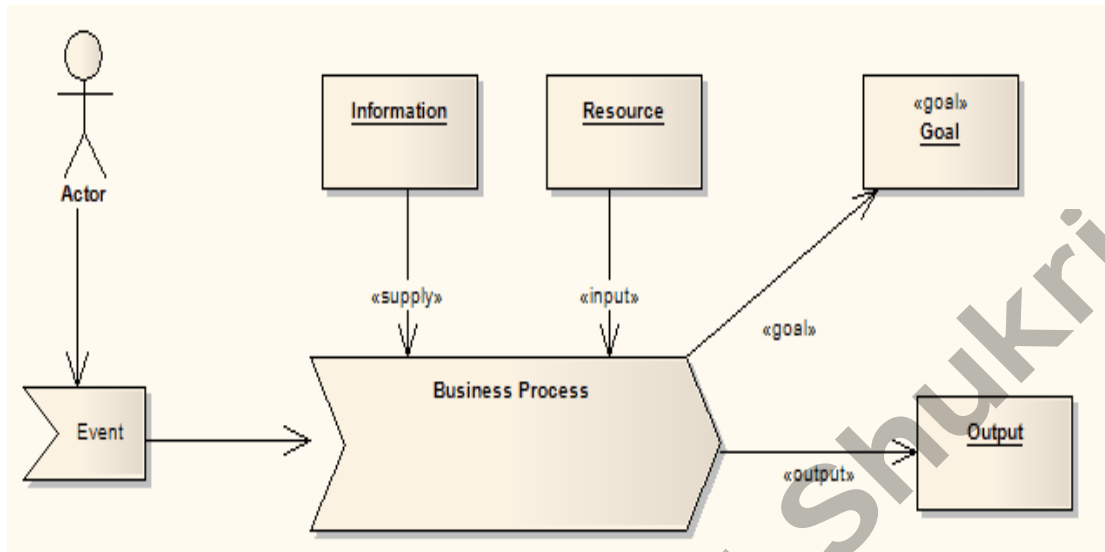
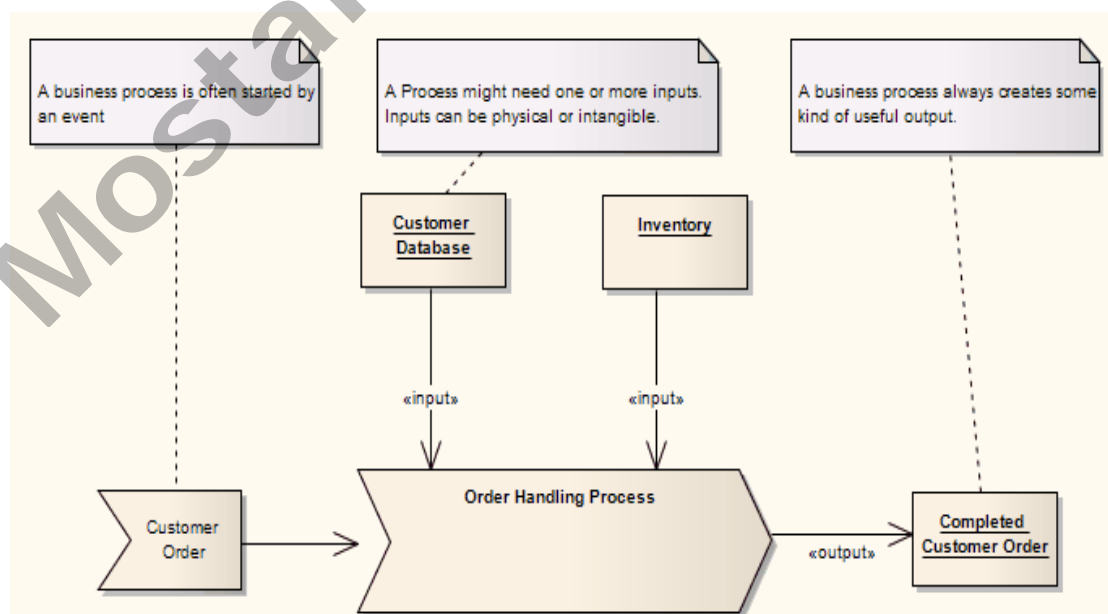


## A Complete Business Process





















## Business Process Model Template

The Business Process Model describes both the behavior and the information flows within an organization or system. As a model of business activity, it captures the significant events, inputs, resources, processing and outputs associated with relevant business processes.



## Toolbox Elements and Connectors

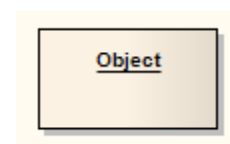
Analysis Diagram Elements	Analysis Diagram Connectors
 Actor	 Information Flow
 Object	 Object Flow
 Process	 Associate
 Collaboration	 Realize
 Send	 Representation
 Receive	
 Information	
 Information Item	
 Decision	
 Merge	
 Boundary	
 Control	
 Entity	

### Actor



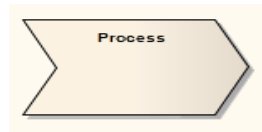
An Actor is a user of the system; user can mean a human user, a machine in the model. Anything that interacts with the system from the outside. Actors are associated with Use Cases.

### Object



An Object is a particular instance of a Class at run time.

## Process



A Process is an element which expresses the concept of a business process.

## Collaboration



A Collaboration defines a set of cooperating roles and their connectors. A Collaboration should specify only the roles and attributes required to accomplish a specific task or function.

## Send



The Send element is used to depict the action of sending a signal, in an Activity diagram. It is the opposite of a Receive element.

## Receive



A Receive element is used to define the acceptance or receipt of a request, in an Activity diagram.

## Information Item



An Information Item represents an abstraction of data.

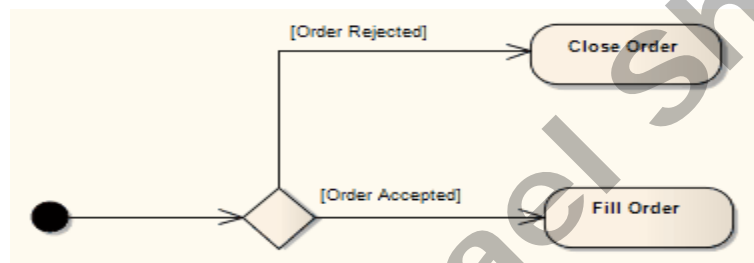
## Decision and Merge



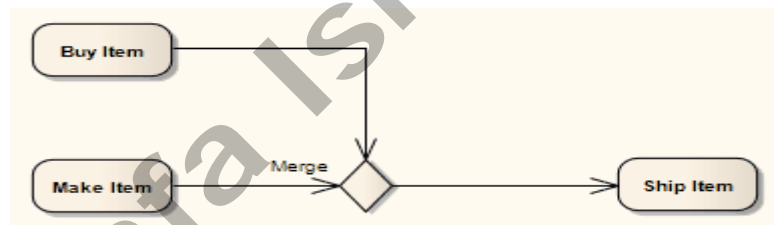
A Decision is an element of an Activity diagram or Interaction Overview diagram that indicates a point of conditional progression: if a condition is true, then processing continues one way; if not, then another.

A Merge Node brings together a number of alternative flow paths in Activity, Analysis and Interaction Overview diagrams.

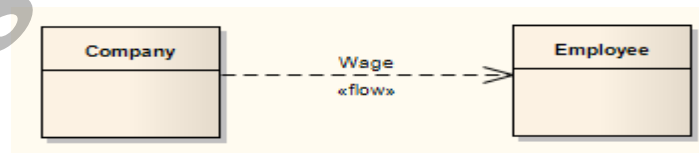
Used as a decision:



Used as a merge:

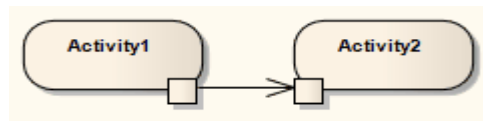


## Information Flow



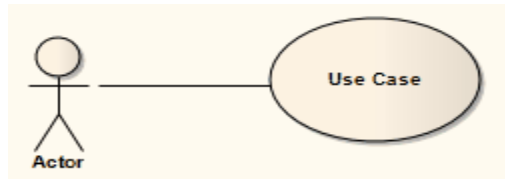
An Information Flow represents information items or classifiers flowing between two elements in any diagram.

## Object Flow



Object Flow connects two elements, with specific data passing through it.

## Associate



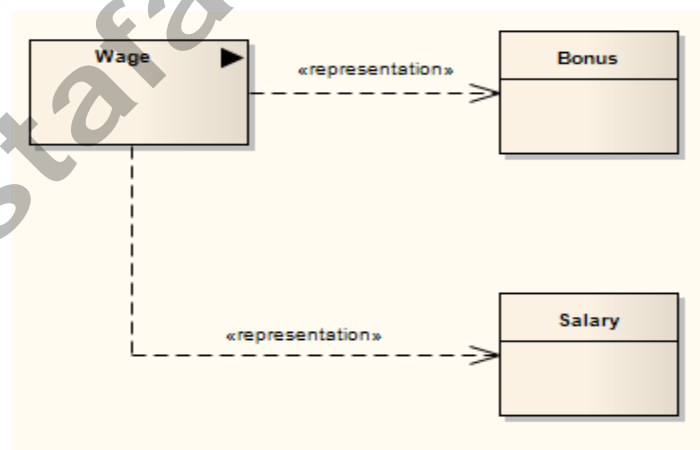
An Association implies two model elements have a relationship, usually implemented as an instance variable in one Class.

## Realize



A source object implements or Realizes its destination object.

## Representation



The Representation relationship is a specialization of a Dependency, connecting Information Item elements that represent the same idea across models, typically in an Analysis diagram.