

Node Properties

- Node properties
 - General
 - User Defined Attributes
 - Forms
 - Due Date
 - Timers
 - Action Set
 - Exception Handling
 - Triggers
 - Simulation

General Attributes

- Name and Description
- Role
- Transaction Setting
- Expand Group
- Enable Recall
- Future Workitems
- Iterator Setting

The screenshot shows the 'Properties' dialog for an 'Activity' in Interstage BPM v11.2. The 'General' tab is active, showing the following fields and settings:

- Name*:** Schedule Appraisal
- Description:** (empty)
- Priority*:** -1
- Location:** X: 468, Y: 180
- Assignee:** Role: ScheduleRole, Expand Groups
- Transaction Setting:** Commit transaction after completion, Enable Recall, Enable Future WorkItem
- Iterator Setting:** Count: (empty)

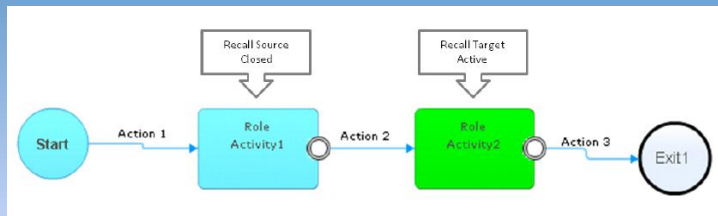
General Attributes

- Transaction Setting
 - Provides the option to commit or hold when task completes
 - Commit may be delayed if data loss is acceptable in case of crashes
- Expand Group
 - Individual work items for each member (Expand Group)
 - Users in the same role share copy of one work item

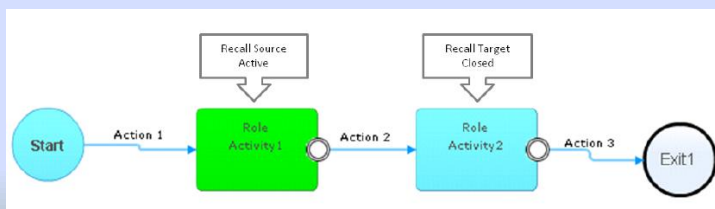
Recalling Task

- Recalling Task allows a user to recall a Task they previously completed, to edit and resubmit, if required.
 - Example: User completes Activity1 and the Process moves to Activity 2. The user may decide to recall the Activity1 task.
- Can only Recall one task at a time
- Can recall multiple levels through iterating each level
 - Example: Recall Activity3, then Activity2 and finally Activity1

Recalling Task

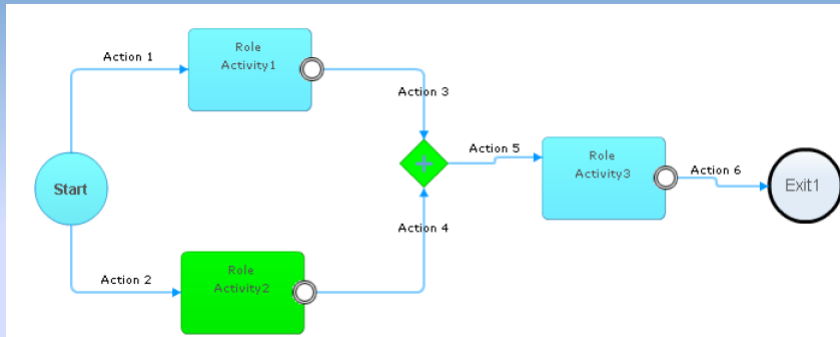


- After Recall



Recalling Task

■ Recalling Parallel task

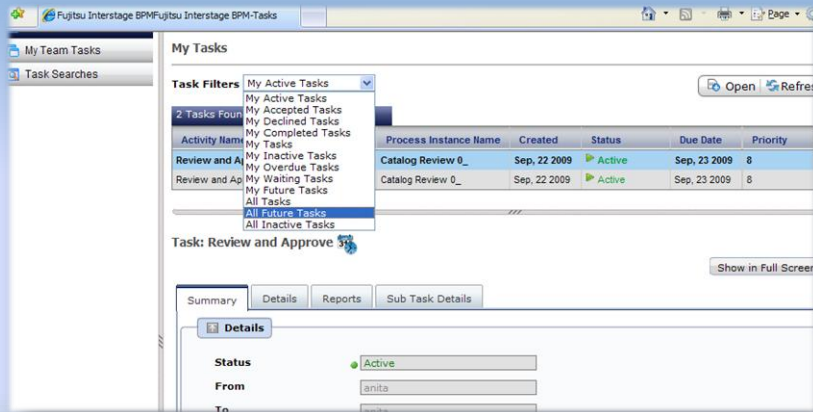


Future Tasks

- Allows users to estimate how many tasks might come to their queue in future.
- Helps in better planning future activities
- Users can search for future tasks in the task page on console.
- Future tasks show only incoming tasks for active instances/requests.

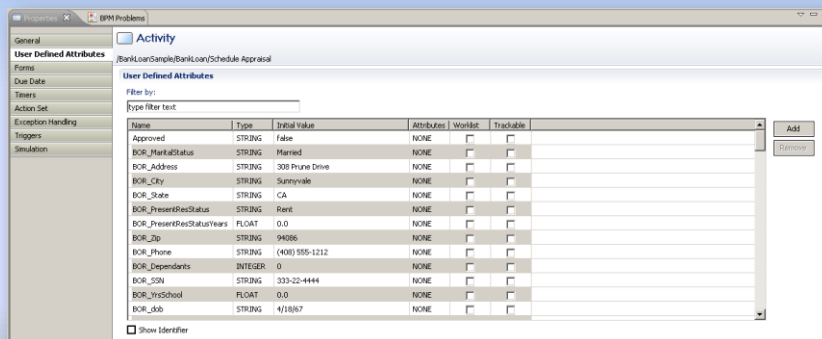
Future Tasks

- Users can filter the task on their "My Tasks" page in the Console to show likely future activities.



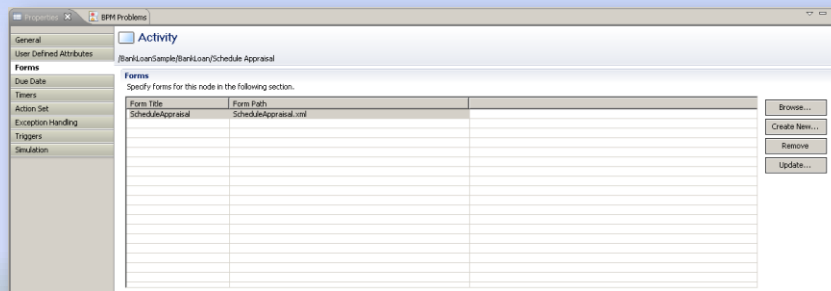
Node Properties - User Defined Attributes

- User Defined Attributes – Process data variables.
- UDAs can be updated by user in the task details form:
 - STRING, FLOAT, INTEGER, LONG, BOOLEAN, DATE, BIGDECIMAL and XML



Node Properties - Forms

- Forms can be attached to Activity nodes to present information to the users, required to complete the tasks.
- Users can edit/enter data and submit the task.
- Interstage BPM forms designer provides rich form building capability.
- JSP pages can also be attached as forms.



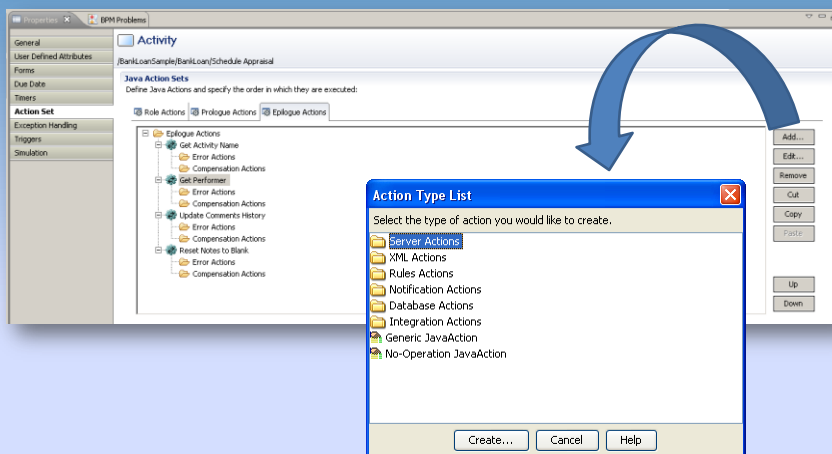
Java Actions

- Process Level
 - Init Action and Owner Actions
 - Executes at process instance start time
 - Commit Action
 - Executes upon process completion.
- Node Level
 - Role Action
 - Executed after assignee resolution and before task assignment
 - Prologue Action
 - Executed before the node performs its task
 - Epilogue Action
 - Executed after the node finishes its task and before the process instance moves on to another node

Pre-Defined Java Actions

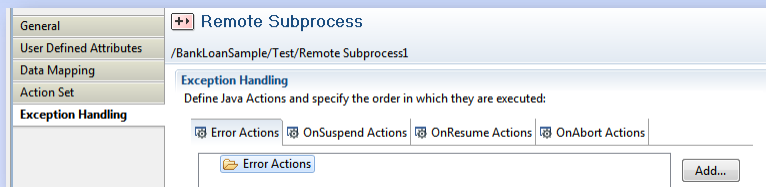
- These groups of pre-defined Java Actions are available:
 - **Server** – enable to interact with the BPM Server
 - **XML** - add XML substructures, text elements, or attribute values to User Defined Attributes (UDAs) of type XML.
 - **Rules** - Java Action to invoke rules engines and execute business rules
 - **Notification** - notify users on events related to process execution
 - **Database** – allows to interact with external databases
 - **Integration** – allows to access external systems from process definition
 - **Custom** – Generic and No-operation Java Actions

Adding Actions



Exception Handling

- Error Actions – Only available at Process Level
 - Used to handle error in “Remote Subprocess Nodes”.
- OnSuspend, OnResume, and OnAbort
 - Executes when a process or task is Suspended, Resumed or Aborted.



Due Date and Timer

- Due Date
 - Specify when an activity is due to be completed once it has become active
 - Due date is displayed to the user and task is sorted in descending order by default.
 - Allows to take some action when due date expires.
- Timer
 - Allows to take some action at pre defined time/schedule
 - Can be repeated after each specified interval

Due Date and Timer Type

- Due Dates and Timer types depend on the schedule/date configuration
 - Absolute - triggers at a predefined specific date and time
 - Calendar - trigger after specified time has elapsed
 - Time specified in Days and Hours
 - Business - based on a Business Calendar
 - can use working hours from a Business Calendar
 - Advanced – define expressions using Time and Day codes and Business Calendar to define more complex timers
 - BM(-1); - the last business day of the month
 - WN(7); - the next Saturday after today
- Timers can be marked as Periodic if they are required to trigger repeatedly

Configure Timer

- Configure Timer to use business calendar

Activity

/BankLab/LoanApprove2/Fill out Form

All Timers

Timer1

Add

Remove

Timer Details

Set the properties of the selected timer.

Name*: Timer1

Description:

Select the timer type and set values:

Type: Business

Specify a relative timer based on a business calendar. The time is counted using only business days and hours. This ensures that activities are due only during normal business hours.:

Periodic After: 0 days Time: 00:00:00 Relative to Current Time

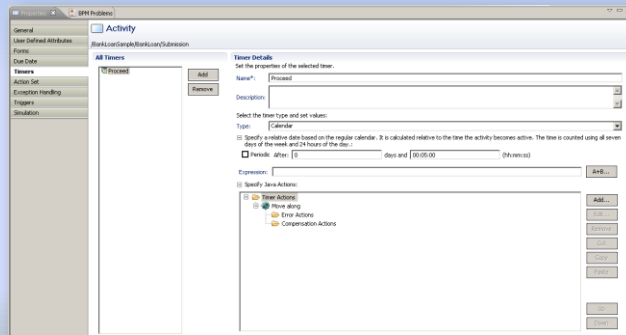
Specify Java Actions:

Timer Actions

Add...

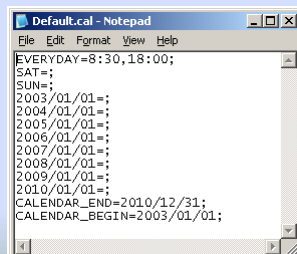
Due Date and Timer Actions

- Action can perform some task when due date or timer expires e.g.
 - Send an Email (escalation)
 - Evaluate a script or call an external interface
 - Escalate Task by re-assigning it to a new list of users.



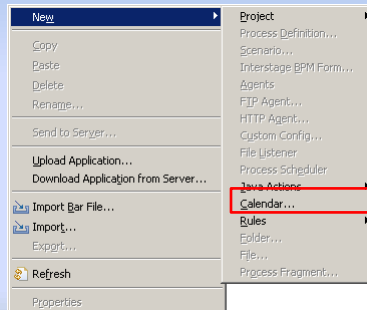
Business Calendars

- Business Calendars define the hours of operation
- Used by Timers to calculate execution time
- Interstage Server has Default Calendar
 - Hours 8:30am – 6:00pm
 - Closed on Weekends
 - Closed Jan 1, 2003 - 2010
 - Valid for Jan 01, 2001 to Dec 12/31/10



Creating Business Calendars

- Create Business Calendars
- Supports Multiple Calendars
- Calendars are Locale Specific



Defining Calendars

- EVERYDAY
 - Defines default business hours
 - Example: EVERYDAY=9:00,17:00;
- CALENDAR_END
 - End date the Calendar is valid until
 - Max10 years from CALENDAR_BEGIN
 - Example: CALENDAR_END=2010/12/31;
- CALENDAR_BEGIN
 - Begin date the Calendar is valid from
 - Example: CALENDAR_BEGIN=2010/01/01;
- TIMEZONE
 - The Time zone using GMT
 - Example: TIMEZONE=+10:00; (Brisbane Australia)
 - Example: TIMEZONE=-5:00; Eastern USA (New York)

Calendar: Optional Expressions

- <Day of Week>=[hours, hours];
 - Overrides EVERYDAY setting
 - SUN,MON,TUE,WED,THU,FRI,SAT
 - Hours of operation or blank no hours
 - Example: SAT=9:00,12:00;
 - Example: SUN=;
- <DATE> Specific Date
 - Overrides EVERYDAY and <DAY OF WEEK>
 - Example: 2010/12/25=;
 - Example: 2010/02/14=9:00,12:00; 15:30,17:00; (Long Lunch)
- DST Day Light Savings Time
 - Example: 2010/04/20=DST(1); Spring forward one hour
 - Example: 2010/10/19=DST(0); Fallback

Assigning Business Calendars

- Assign Business Calendar to BPD
- Create UDA __businessCalendar (double underscore)
 - Type String
- Assign value to name of calendar (no extension)
 - Example: Calendar1

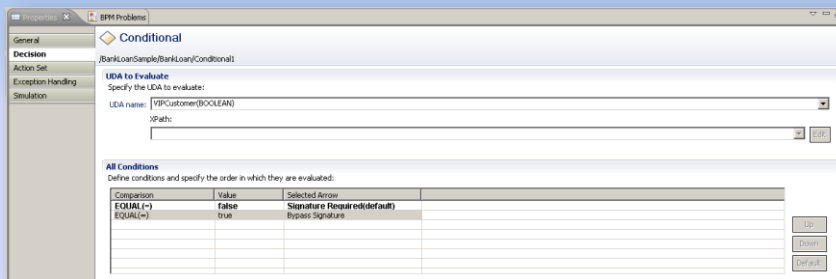
Name	Type	Initial Value	Attributes	Worklist	Trackable
creditVolume	BIGDE...	0.00	NONE	<input type="checkbox"/>	<input type="checkbox"/>
assurance	FLOAT	0.0	NONE	<input type="checkbox"/>	<input type="checkbox"/>
coverage	INTEGER	80	NONE	<input type="checkbox"/>	<input type="checkbox"/>
result	STRING		NONE	<input type="checkbox"/>	<input type="checkbox"/>
Borrower	XML	XML XMLSchema	NONE	<input type="checkbox"/>	<input type="checkbox"/>
applicant	STRING		NONE	<input type="checkbox"/>	<input type="checkbox"/>
__businessCalendar	STRING	Calendar1	NONE	<input type="checkbox"/>	<input type="checkbox"/>

Additional Nodes

- Conditional and Complex Conditional Node
- Email Node
- Voting Node
- Sub Process Node
- Process Fragment
- Compound Node

Conditional Node Properties

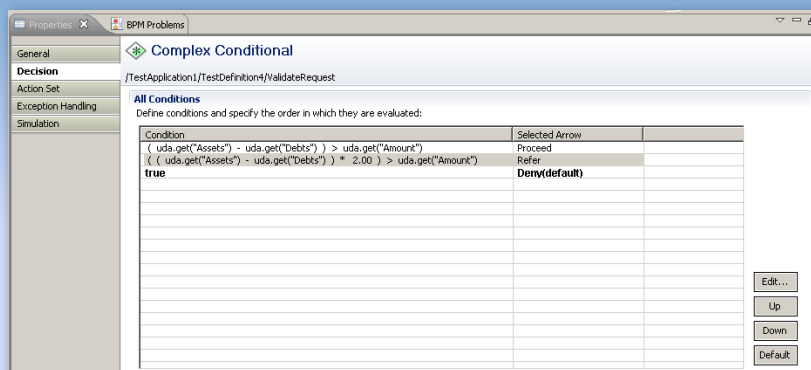
- Used for conditional route of the process
- Decision can be based on a UDA value or *XPath expression (if UDA selected is XML type)*
- Supports simple *true-false* type conditions only



Complex Condition Node

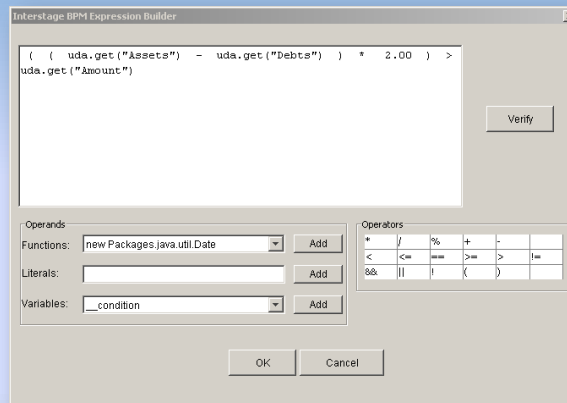
- Complex Conditional node supports complex expressions for conditional routing of process.
- Complex Conditional Nodes give you more flexibility as they allow to specify conditions combining **operators, dates, UDA's, constant values** etc.
- Easily create expressions using Expression Builder

Complex Condition Node



Expression Builder

- Build and verify complex conditions using a simple editor
- Also available for:
 - Java Actions
 - Triggers
 - Email Nodes

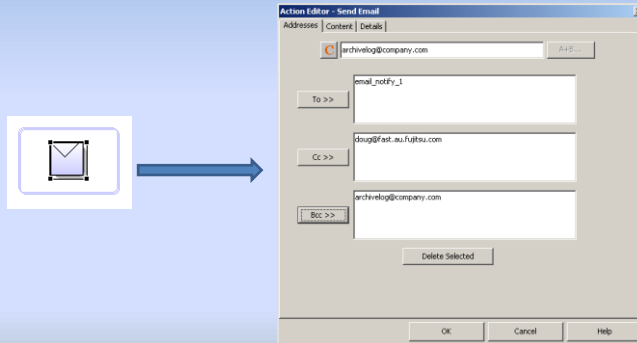


Email Node

- Use Email Node to send emails during process execution.
- After sending the email, Email Node activates all outgoing arrows.
- No user action is required with this node.
- The address, subject and body fields can either contain fixed text or a combination of text and UDA values.
- The Expression Builder is used to create complex expressions which combine UDA's, text and conditions.

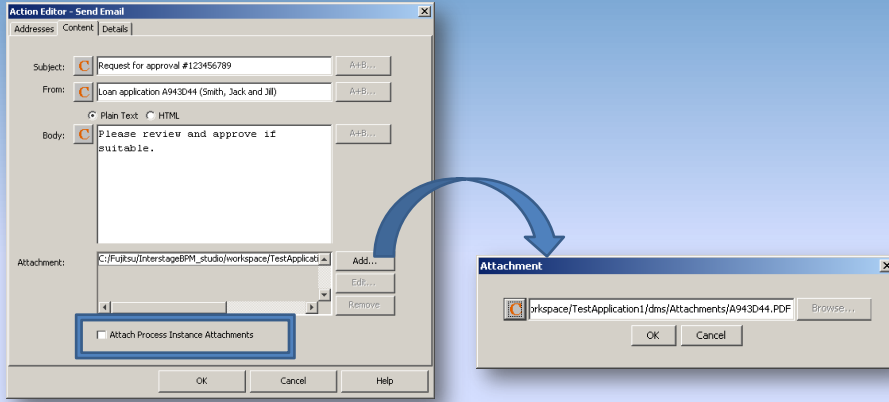
Email Node

- Email Action can be attached to other nodes as well.
- Supports attachment

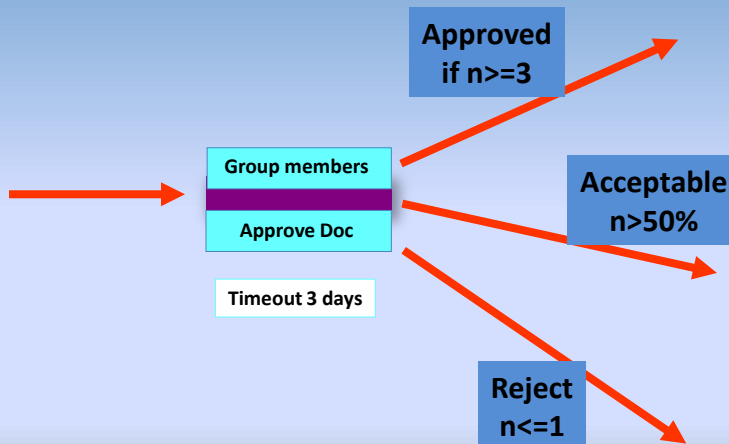


Email Node Properties

- Addresses
 - TO, CC, BCC
 - Supports email ids, UDAs or expressions
- Content
 - Subject, From, Body (email message)
 - Supports free text, UDA and expression
 - Supports Text or HTML content in body
- Attachment
 - Process attachments can be attached to email message
 - Document available in DMS can be attached
 - Use actual path, UDA or expression for document to be attached.



- Simplifies support for groups of people and common interaction patterns.

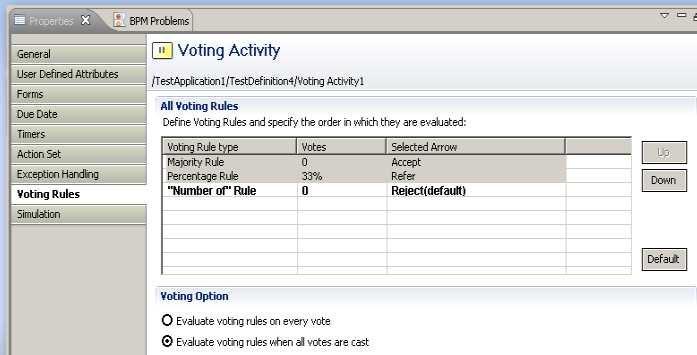


- A Voting Activity uses voting rules to determine the choice (outgoing arrow) that wins.
- Voting Activities are designed so that many assignees can make their own choice on a particular work item.

- Types of rules that can be assigned to Voting Activity Nodes:
 - Majority Rule
 - A majority of votes for that choice make it the winning choice.
 - Percentage Rule
 - The specified percentage of votes for that choice would make it the winning choice.
 - “Number of” Rule
 - The specified number of votes for that choice would make it the winning choice.
- When defining voting rules, you also choose a default rule that is chosen if none of the rules apply

Voting Activity Node Properties - Validation

- Evaluate voting rules on every vote
 - if you want to complete the activity as soon as a voting rule is satisfied.
- Evaluate voting rules when all votes are cast.
 - To make sure that everyone gets a chance to vote.

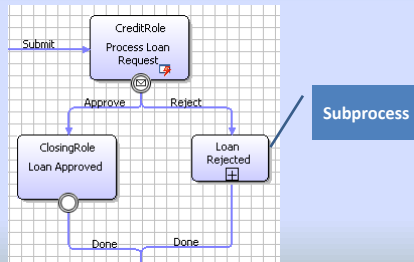


Subprocess

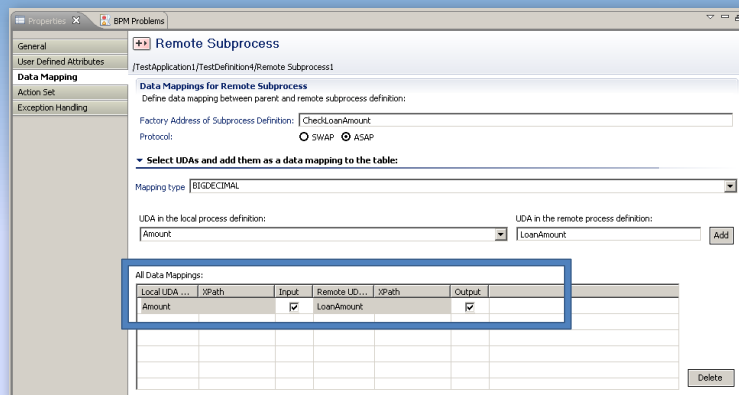
- Subprocess Node represents a step in a process where a task is accomplished by invoking another process.
- Invoked Subprocess should be a valid independent process definition with one start and at least one exit node.
- Usage
 - Promotes reusability
 - Helps improve visibility of large and complex process by breaking it down into smaller independent processes.
- Behavior:
 - instantiates a Process Instance from the Subprocess Definition
 - Data can be shared to and from Sub Process
 - Parent Process **waits for Subprocess to complete**

Subprocess – Data Mapping

- If UDA in parent process have same name as UDA in Subprocess, mapping is done automatically
- Modeler can map non-matching UDAs manually
 - UDA data-type needs to be same for mapping to work
- For XML UDAs, XPath can be used to mapping



Subprocess – Data Mapping

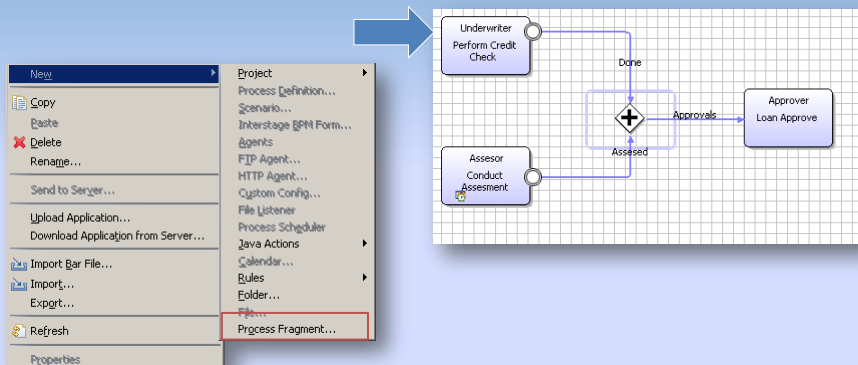


Process Fragments

- Create re-usable process library.
- Fragments need not be valid process definitions.
- Any part of process can be saved as a fragment and used in other processes.
- UDAs are also stored in fragment and copied to the process definition.
- Edit fragments after copying if required
- Physically copied, not referenced.

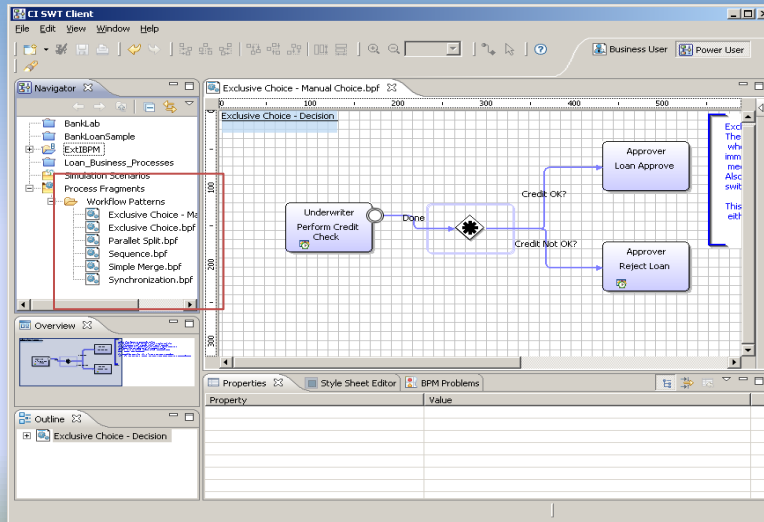
Define Process Fragments

- Select parts of process to save as Fragment
- Create Folder to store
- Create Fragment



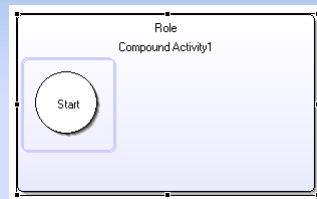
Process Fragments

- Drag and Drop to reuse



Compound Activity Node

- Provides option to group set of nodes in process
- Useful in modeling phases or milestones.
- Once a phase is complete, a milestone in the process can be said to be achieved and the process can move to the next activity or another phase

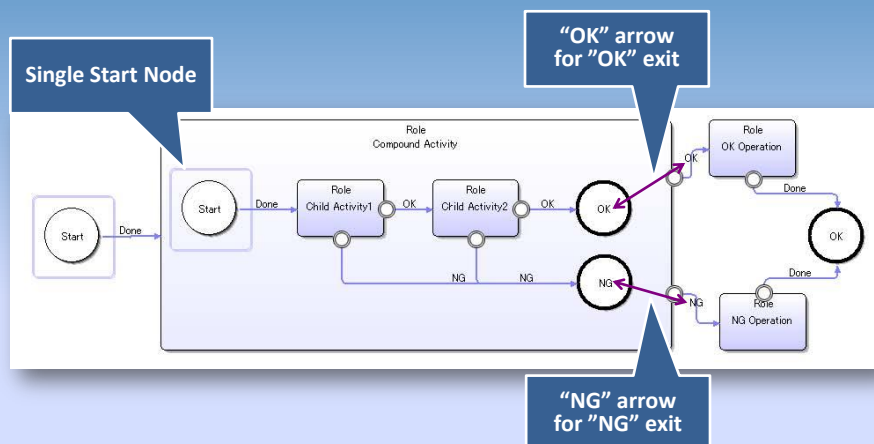


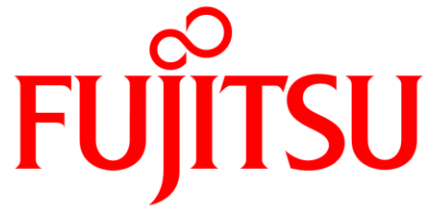
- Must have one start node and at least one exit node like a Subprocess.
- May have child nodes within compound node.

Compound Node Execution

- when a compound node is reached in the process execution
 - Workitem is created for Compound Node and status is changed to *“WaitingOnSubProcess”*
 - Start node within compound node executes and control moves forward to next node.
 - When all child nodes complete execution, exit node executes.
 - Compound node status changes to *“Completed”*
 - Process moves forward.
- Compound node
 - May have due dates, actions etc like any activity node
 - Name of child *“Exit”* node MUST match the name of outgoing arrow from compound to next node in the process.
 - Cannot be recalled.

Compound Activity Node - Example





shaping tomorrow with you