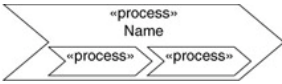
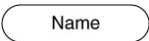
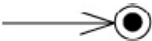
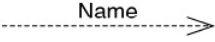
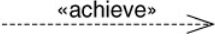
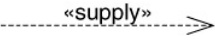
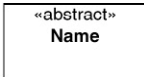
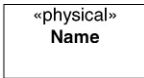
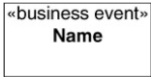
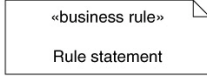
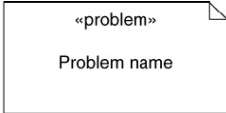


UML (Eriksson-Penker Business Extensions)

Name	Stereotype to	Symbol	Definition/Description
Process	Activity		A process is a description of a set of related activities that, when correctly performed, will satisfy an explicit goal.
Activity (atomic process)	Activity		A process might be divided into further processes. If these processes are atomic, they are called activities.
Process start	Start		Starts a process.
Process end	End		Ends a process.
Object-to-Assembly Line	Object		A delivered object from a process to the Assembly Line.
Object-from-Assembly Line	Object		An object that goes from the Assembly Line to a process.
Process flow	Control Flow		A process control flow with a condition.
Resource flow	Object flow		Object flow shows that an object is produced by one process and consumed by another process.
Noncausal resource flow	Object flow		Noncausal object flow shows that an object might be produced by one process and consumed by another process.
Process control	Object flow		Shows that a process is controlled by an object.
Goal connection	Dependency		Allocates a goal to a process.
Process supply	Object flow		Shows that a process is supplied by an object.
Process decision	Decision		Decision point between two or more processes.
Fork and Join of processes	Fork and Join		Forks and joins processes.
Receive Business event	Signal Receipt		Shows a receive business event.

Send Business event	Signal Send		Shows a send business event.
Assembly Line	Package		The Assembly Lines synchronize and supply processes in terms of objects.
Information	Class		Information is a kind of resource. It is the knowledge increment brought about by a receiving action in a message transfer; that is, it is the difference between the conceptions interpreted from a received message and the knowledge before the receiving action.
Resource	Class		Resources can be produced, consumed, used, or refined in processes. Resources are either information or things. Things can be abstract or physical.
Abstract resource	Class		An abstract resource is an intangible asset, for example, mathematics, concepts, and so on.
People	Class		A physical resource; specifically, human beings.
Physical resource	Class		A physical resource, excluding people. For example, machines, documents, and so on.
Business event	Signal		A significant occurrence in time or space. A business event is one that impacts the business.
Business rule	Note		Rules restrict, derive, and establish conditions of existence. Business rules are used to specify state of affairs, including allowed business object states.
Goal	Class		Denote desired states, meaning that goals motivate actions leading to state changes in a desired direction.
Problem	Note		Something that prevents us from meeting goals. Cause, measure, and prerequisite are other stereotype notes that are useful when modeling problems. A cause leads to problems; a problem can be solved if the cause is removed. The cause can be removed if a certain measure is taken and certain prerequisites are valid.
Goal dependency	Dependency		Goals are organized in dependency hierarchies, in which one or several goals are dependent on subgoals.

Contradictory goal	Association	<u>«contradictory»</u>	Goals can be contradictory, but must be fulfilled.
Incomplete goal decomposition	Dependency	__ __ __ (incomplete) __ __ __	Goals are organized in dependency hierarchies that are sometimes incomplete.
Complete goal decomposition	Dependency	__ __ __ (complete) __ __ __	Goals are organized in dependency hierarchies that are complete.
Quantitative goal	Goal	«goal» Quantitative Goal Goal_Description : String Goal_Value : String Current_Value : String Unit_of_measurement : String	A goal that can be described with a target value in a specific unit of a measurement (a quantity).
Qualitative goal	Goal	«goal» Qualitative Goal Goal_Description : String	A goal normally described in a natural language. A qualitative goal involves human judgment, in the process of determining whether it has been fulfilled.
Instance of a qualitative	Qualitative goal	Many Customers : Quantitative Goal Goal_Value = 500000 Current_Value = 0 Unit_of_measurement = "registered customers"	Both qualitative and quantitative goals can be instantiated.
Reference note	Note	«reference» Name	A stereotyped note that contains a reference to another diagram or another document.
Business package	Package	«business package» Name	Used to package business models or parts of business models.