Events [circles] represent what happens or may happen during the course of a process. These events affect the flow of the process and usually have a cause or an impact and there are 3 types of events based on how the process flow is affected.

**Start Events**
- Indicate the beginning or initiation of a process.
- These do not have any incoming *Sequence Flow*.

**Intermediate Events**
- Indicate something that occurs or may occur during the course of the process between Start and End.
- These can be used within the sequential flow or attached to the boundary of an activity.
- Intermediate Events can be used with or without *Sequence Flow*.
- Events can be used with the *Event Definition* to attach *Event Listener* to an activity.

**End Events**
- End event indicates where a process will end.
- A process can have more than one End Event.
- It does not have any outgoing *Sequence Flow*.

**Swimlanes**
- **Pool**
  - Represents a container of a single process.
  - The name of the pool can be considered as the name of the process.
  - There is always at least one Pool.
- **Lane**
  - A lane is a subdivision of a pool.
  - Represents a role or an organizational area.

**Connecting Objects**
- **Sequence Flow**
  - Used to show the order that activities will be performed in a Process.
  - It is used to represent the sequence of the flow objects, when we find activities, gateways, and events.
  - Conditional Sequence Flow
  - Default Sequence Flow
- **Message Flow**
  - A Message Flow is used to show the flow of messages between two entities or processes.
  - Message flows represent messages, not control flows.
  - Not all message flows are fulfilled for each instance of the process net there is a specific order for the messages.

**Artifacts**
- **Association**
  - A visual meta-pattern that is used to express relationships between concepts or objects.
  - Arrows with Flow Objects
- **Node**
  - Provides additional information about the process.
  - **Annotation**
  - Provides additional information about the process for the reader.
- **Group**
  - A visual meta-pattern that allows the grouping of artifacts for the purpose of documentation or analysis.
- **Data Object**
  - Provides information about the entrance and exit of an activity.