

Process Modelling in Jalapeno

User Guide

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Jalapeno processes are about information exchange

To understand how processes are regarded in Jalapeno there are a series of definitions that need to be understood. These definitions are on the right. They may also be found in the Jalapeno glossary.

The basic building block of a process is a task. Within Jalapeno tasks are a part of a more complex structure that helps to relate processes to other parts of the operating model.

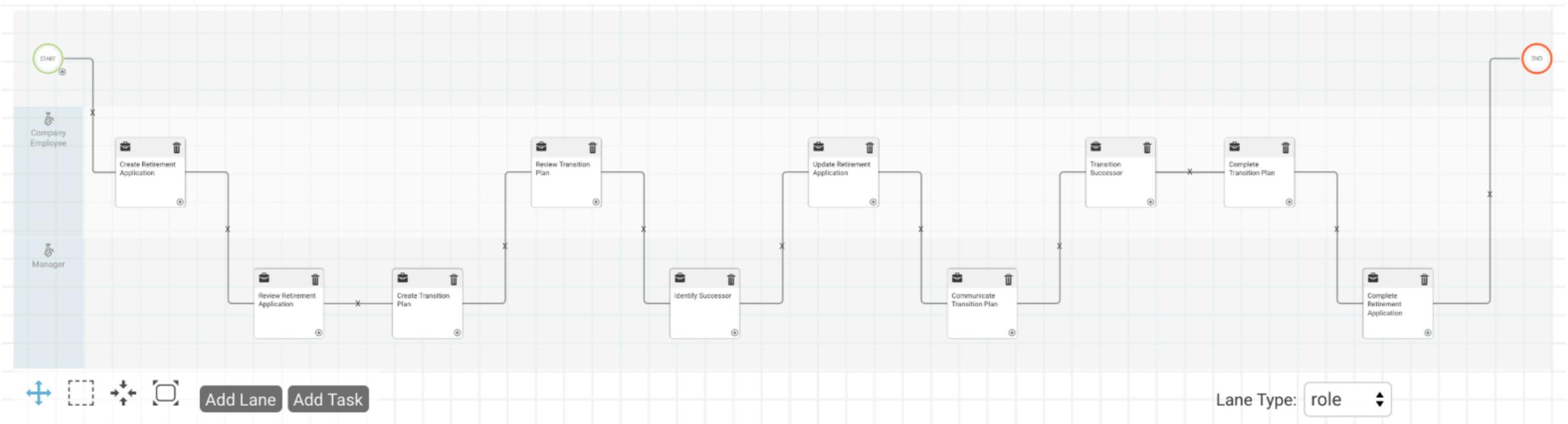
An overview of the task structure can be found [here](#).

Process: A collection of Tasks and decision logic that collectively coordinates the execution of a business endeavour.

Task: A granular unit of work in a business Process that achieves some tangible business Outcome.

Outcome: A particular state for a Resource, defined by a pattern of constraints on the property values of the Resource. Outcomes are only associated with those Resources that change their state in a business process.

Resource: Classes of Things and their Properties, aka Information Objects.



Approaching processes in Jalapeno

Business Analysis

Business Requirements

- View and Model
- Epics and Enhancements
- Filter View
- Analyse
- Tree View

Process

- Use Cases
- Roles and Identities
- Process Tasks
- Business Rules
- Outcome Decisions
- Construct Processes

Assessments

Capsicum Framework

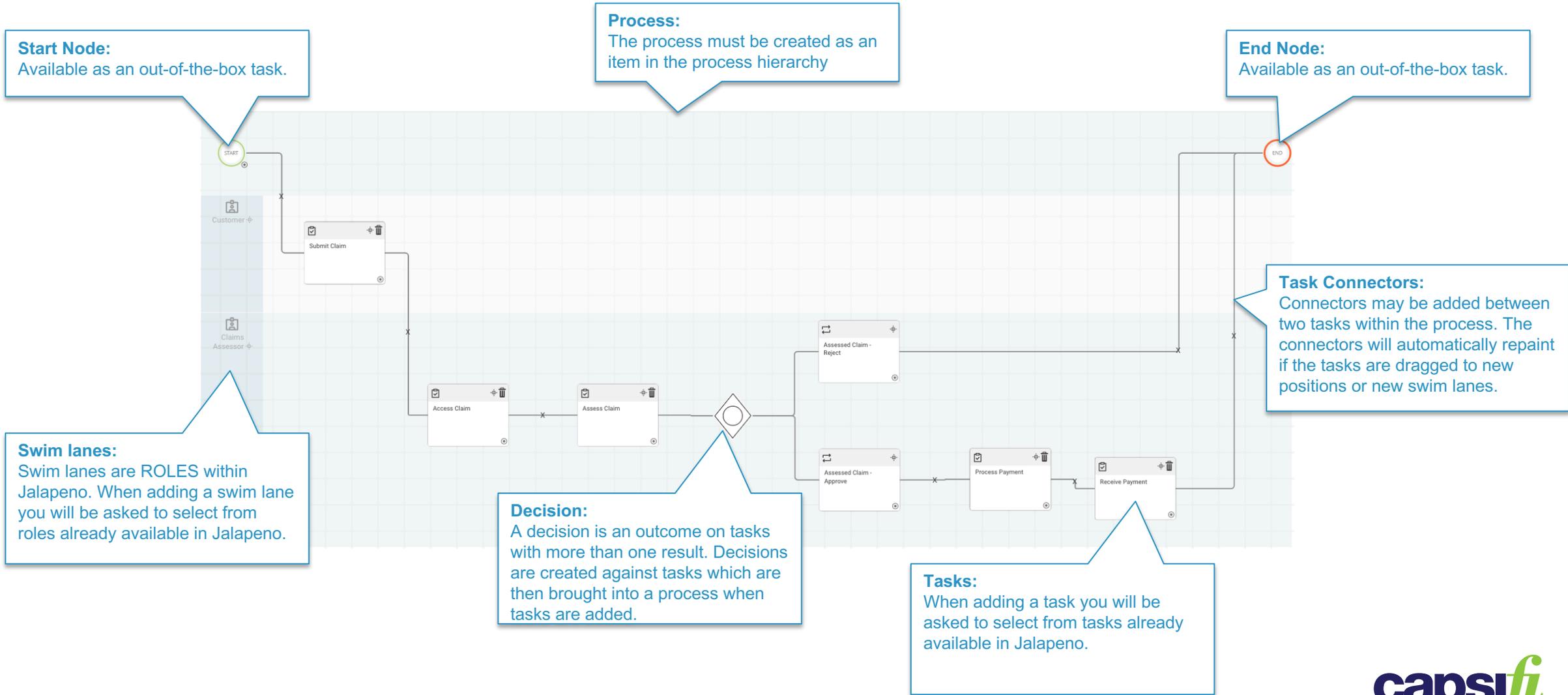
Processes are typically used in two ways in Jalapeno;

1. The process hierarchy is maintained in Jalapeno but the process detail is maintained in a specialist process modelling tool. The hierarchies are kept in synch within the two tools through [excel import and export](#). This allows control and governance to be maintained over the updates that are carried through to Jalapeno. In the future, more automated integration options will be available.
2. Both the process hierarchy and the processes themselves are maintained in Jalapeno. Processes may be modelled in Jalapeno one at a time, and the process hierarchy built from bottom up, or the process hierarchy may be created within Jalapeno first with processes gradually modelled from top-down.

In the case of option 1, only the “Construct Processes” menu item will be relevant at this time within the Process menu set.

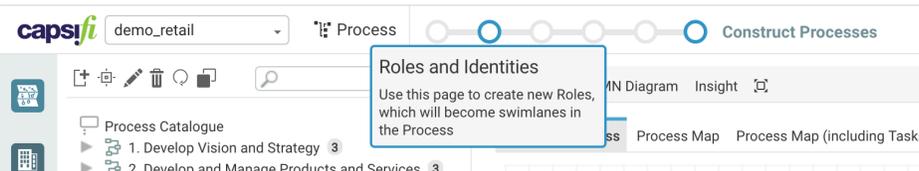
In the case of option 2, Roles and Identities, Process Tasks, Outcome Decisions and Construct Processes will all be key menu items used for constructing processes.

The elements of a process in Jalapeno



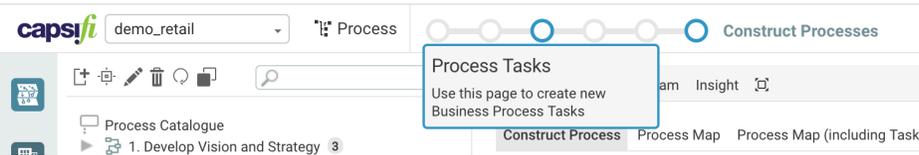
Creating a Jalapeno Process for the first time

1. Create the roles you'll need for swim lanes



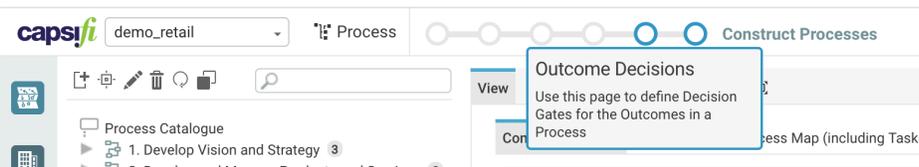
For detailed instructions, see this quick reference guide: [Roles and Identities](#)

2. Create the tasks you'll need in the process



For detailed instructions, see this quick reference guide: [Process Tasks](#)

3. Create any required decision gates and results.



For detailed instructions, see this quick reference guide: [Outcome Decisions](#)

4. Create the process



For detailed instructions, see this quick reference guide: [Process Creation](#)

Task structure – a summary

To explore the task structure in more detail, please review this short [demo](#).

