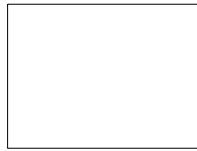


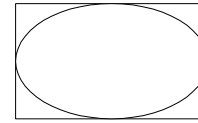
AtomicActivity



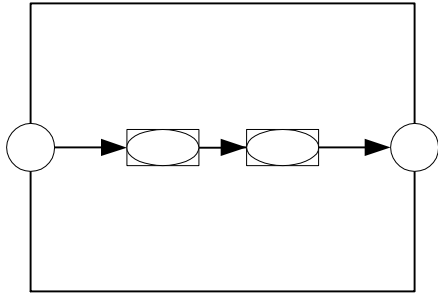
ActivityBlock



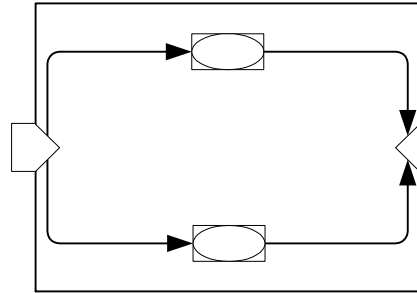
Process



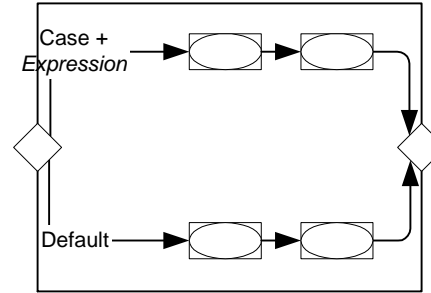
Any Activity
Atomic or Complex



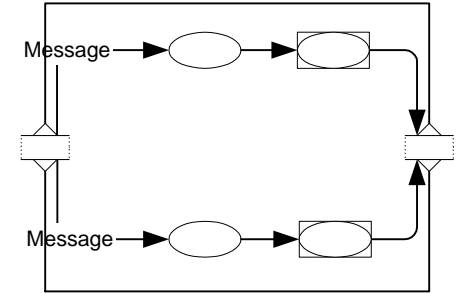
sequence



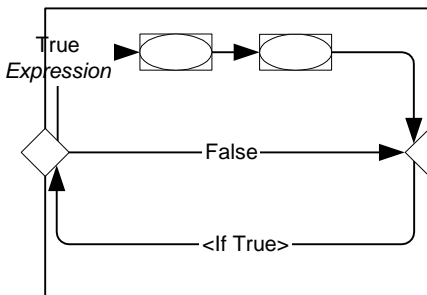
all



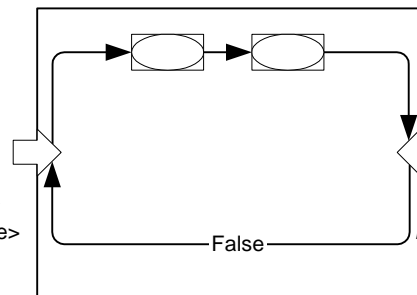
switch



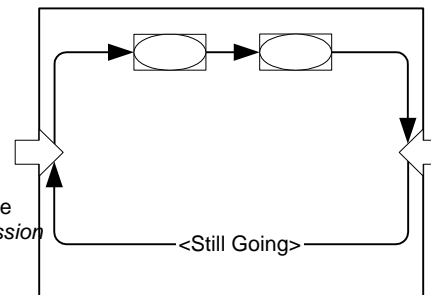
choice



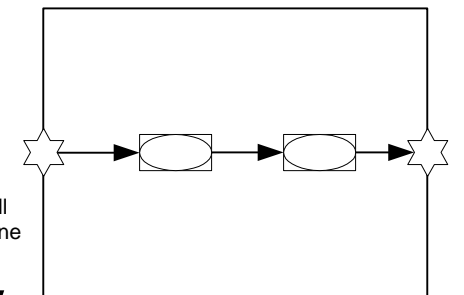
While



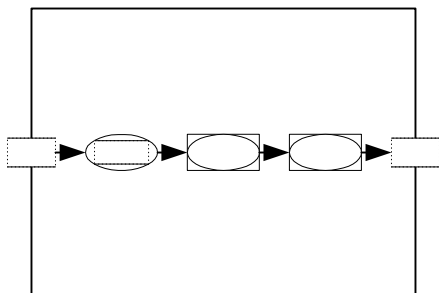
Until



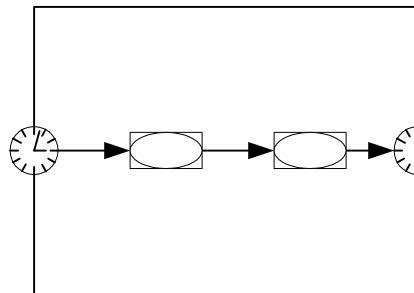
foreach



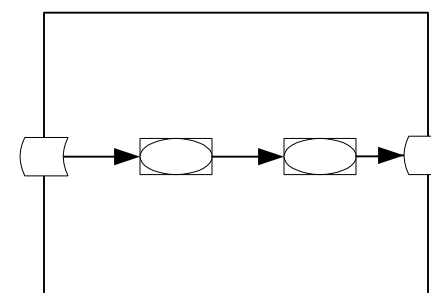
OnFault



OnMessage



OnTimeout



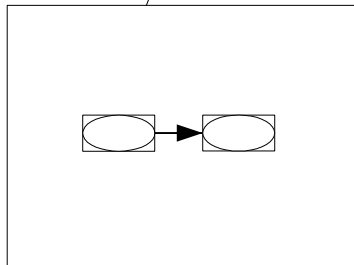
Compensation

inside block starts with first activity (ies) that have no controlFlowLink.
George Keeling

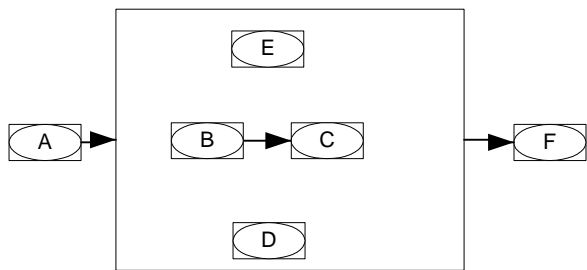
The box round a sequence is only necessary to force a sequence. A chain of shapes should be interpreted as a sequence.

Two versions of all. In the right hand version the connecting line type (orthogonal or diagonal) has no significance. It would be a user preference.

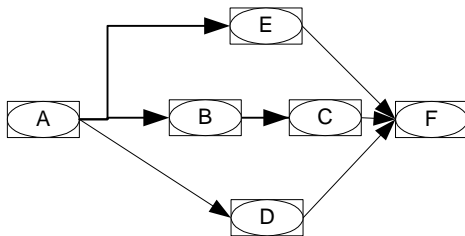
This alternate for condition is easier to 'get wrong'. All flows out of the condition must come together at the same point.



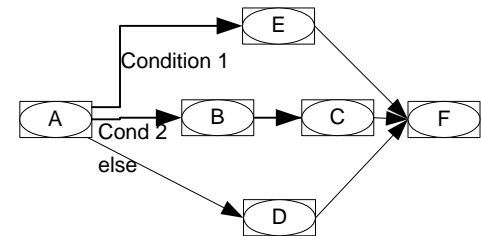
sequence



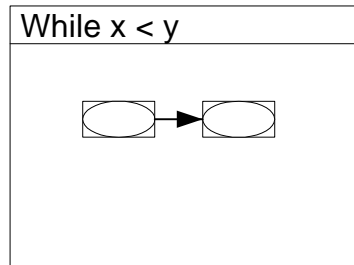
all



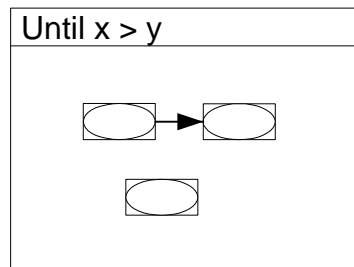
all



condition

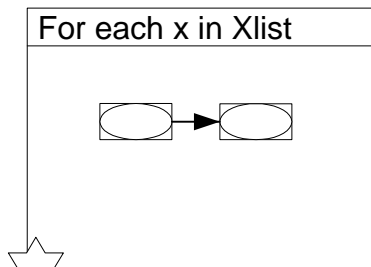


While



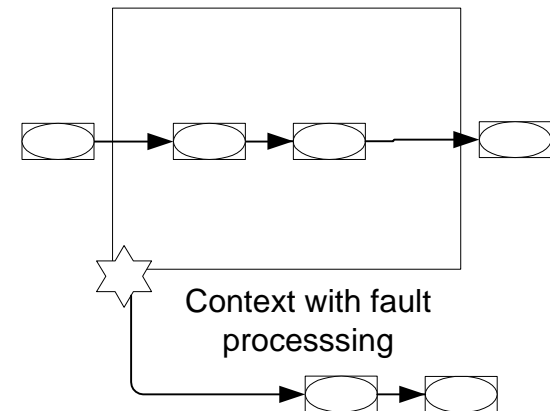
Until

Until block shows implied internal all block.



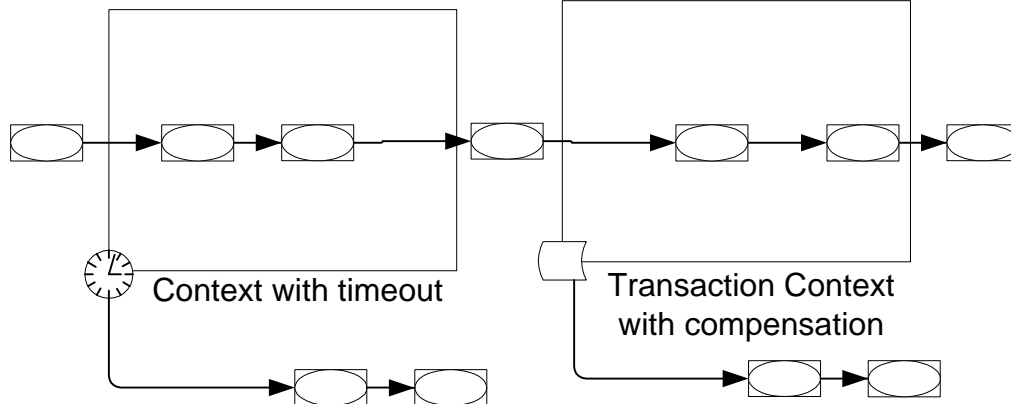
foreach

Shows fault processing..



Context with fault processing

There are no suggestions for alternates to Switch and OnMessage. Switch could be similar to condition.



Context with timeout

Transaction Context with compensation

Any ActivityBlock box can also be a context block. In particular they may have additional fault / timeout / transaction icons on them.