

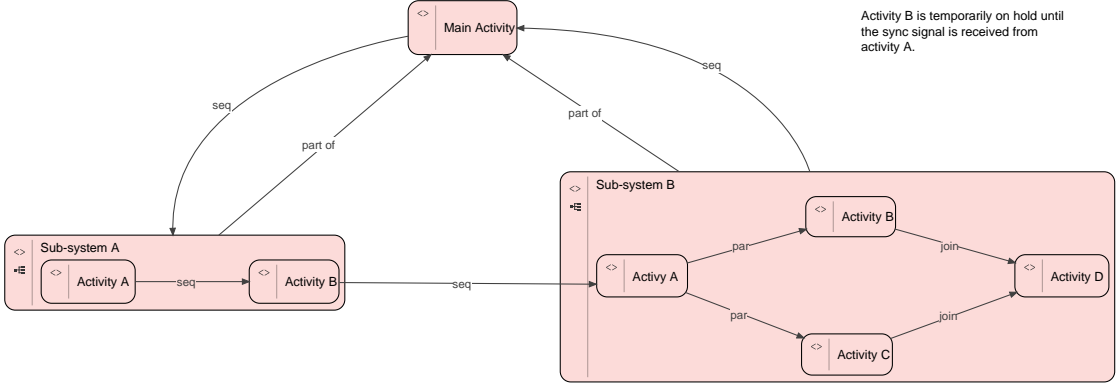
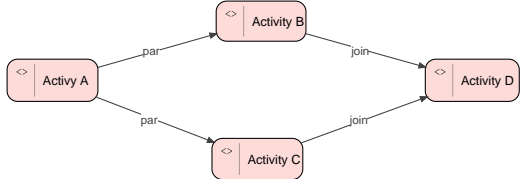
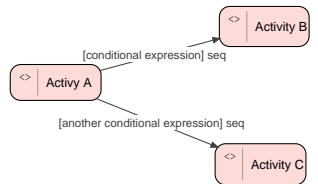
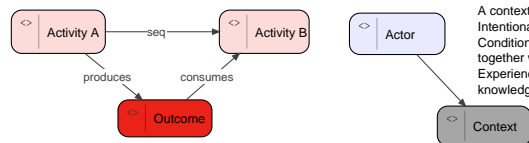
Seq: A is followed by B

Generally speaking, an activity and the result of an activity are interchangeable. So there is no need to model an outcome explicitly. An exception to this rule is that when the outcome of an activity is used in another activity, the outcome must be modeled explicitly, using produces and consumes relations.

Note that the Outcome can be used as a synchronization mechanism: the Outcome can be consumed only if it has been produced.

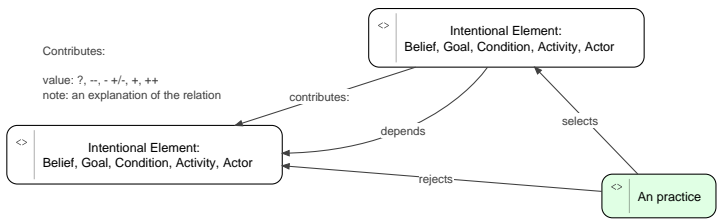
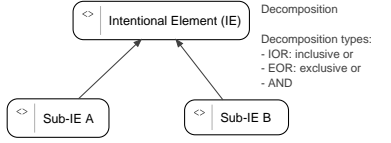
[conditional expression]: path may be taken if the expression evaluates to true

Activity B and C are executed concurrently. After both activities have ended, execution continues with activity D.



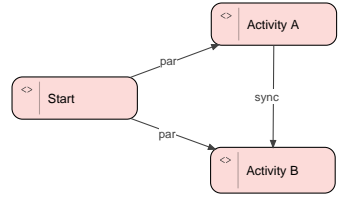
A context is a place where Intentional Elements (Belief, Goal, Condition, Activity, and Actor) together with Practices & Experiences form a consistent knowledge/expertisesystem

Contributes:  
value: ?, -, - +/, +, ++  
note: an explanation of the relation



The sync relation is used to indicate that two parallel activities are synchronized. In this process, information can be exchanged between the two activities.

Activity B is temporarily on hold until the sync signal is received from activity A.



**Legenda**

- Context
- Actor
- randvoorwaarden, uitgangspunten, paradigma, etc.
- Doelstelling, Goal, etc.
- Conditie
- Activiteit
- Outcome (produced by activity)
- Practice
- Experience
- SKOS term

Aspect and/or sub-systems can be modelled in separate VUE graphs. In order to show the relationships between main and aspect/sub-systems, the xxx shapes used to indicate that a node corresponds to a node in the main VUE graph.

