Name	Base Class	Description	Notation
Loop	ActivityEdge	An iterative set of activities and actions until reaching the defined condition.	Action 1  [Condition 1]  [Condition 1]  Action 3
SoftThreshold	ActivityEdge	A level that is good to be reached.	Condition
HardThreshold	ActivityEdge	A level that must be reached.	Condition
DiagramSeparator	ObjectNode	A labelled square with a dashed fence that represents the connection point with another part of the diagram from another page.	Diagram 1  Activity 1  Activity 2  Diagram 2
Goal	ObjectNode	The aim of a specific activity.	<< <b>Goal&gt;&gt;</b> Description
Source	ObjectNode	A link, document title, or person's name, which is the source for a specific set of actions.	Source description
Tool	ObjectNode	The used tool to perform an activity with the activity described.	< <tool name="">&gt; Activity done with tool</tool>
DataStore	DataStoreNode	A structured set of data that is accessible in various ways.	Database
InputPin	Pin	The input values consumed by Actions or Tools.	< <input/> > Name
OutputPin	Pin	The output values produced by Actions or Tools.	< <output>&gt; Name</output>

Name	Base Class	Description	Notation
Standalone Pin	Pin	Optional notations: used when inputs and outputs are identical.	Action Data name