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## Process definition

A process definition is the predetermined procedure belonging to a process. The process definition provides the framework for all following [process instances](#) which are getting initiated. The process definition entails any relevant piece of information which is required to execute the process in TIM. This point subsumes also [Smartforms](#), [ActionHandlers](#), assignments and the diagram of the process itself.

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## Process instance

A process instance is a single run determined by a [process definition](#). Every run can be enriched by additional information. This information may be provided regularly by a [Smartform](#) and included in the process run.

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## Smartform

Smartforms are formulars which can be generated by setting up a [process definition](#). These formulars may merely be used either as containers for data or be used for process-related decisions, for example, if the SmartformDecisionHandler has been used during the modeling stage.

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## Process variable

A process variable is being implemented during the course of a process (or, alternatively, a [process instance](#)) and accompanies the process from beginning to the end. A process variable can be changed as often as desired. A process variable can be created and changed by using a [Smartform](#) or [Actionhandler](#). Process variables can be used to determine the course of processes or to compile several pages of information. Please refer to [this page](#) for further information.

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## BusinessCalendar

The BusinessCalendar calculates the time based on working hours and public holidays. The calendar can be adapted to any client. Please refer to [this page](#) to get access to a very good introduction about this functionality.

## Node / activity

A node is a compilation of tasks. Often, a node will be called an activity in TIM - Task In Motion which then only entails one task. A node should always be located within a [Swimlane](#) to be allotted to an [Assignee](#).

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## Script node

Script nodes Do not require any manipulation by the user. If there is no [Actionhandler](#) allotted to the Scrip node then the element will be skipped without any action.

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