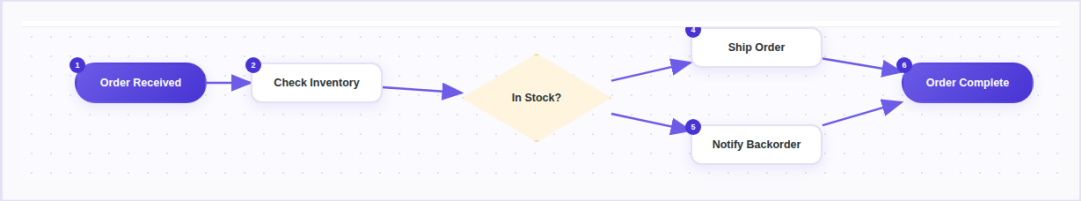
HTML | CSS | JAVASCRIPT

Business Process Flow Builder

A Product Walkthrough

What it is, who it's for, and a tour of every feature



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What Is This Tool?

The Business Process Flow Builder is a visual diagramming tool for mapping out how a business process actually works — step by step, including the decision points where it branches. Instead of describing a process in a paragraph of text, a user drags shapes onto a canvas, connects them with arrows, and ends up with a clear, shareable diagram of the whole workflow.

It runs entirely in the browser — there's no backend or database. Every shape, drag, and connection is handled with plain JavaScript, and the arrows are drawn live with SVG so they always point cleanly between shapes, even after you move them.

3	0	100%
Shape Types	Backend Dependencies	Client-Side

Who It's For

Business Analysts

Documenting how a workflow currently runs, or designing how it should run, without needing dedicated diagramming software.

Students & Teams

Mapping out a group project's workflow or a course case study's business process visually, for a presentation or report.

Developers Learning JS

Want a real example of drag-and-drop, live SVG connectors, and inline editing built without any framework or library.

Why No Framework

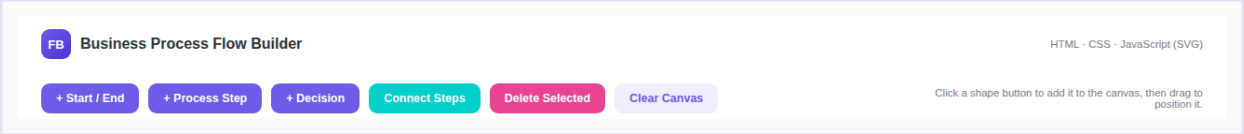
The whole tool is built with plain JavaScript and native SVG rather than a charting library or framework. That keeps it lightweight, dependency-free, and easy to open and run anywhere — and it demonstrates the underlying mechanics (drag tracking, coordinate math for arrows, DOM event handling) that a library would otherwise hide.

Feature Walkthrough

A tour of the actual, running tool — every image below is a real screenshot of the live app, not a mockup.

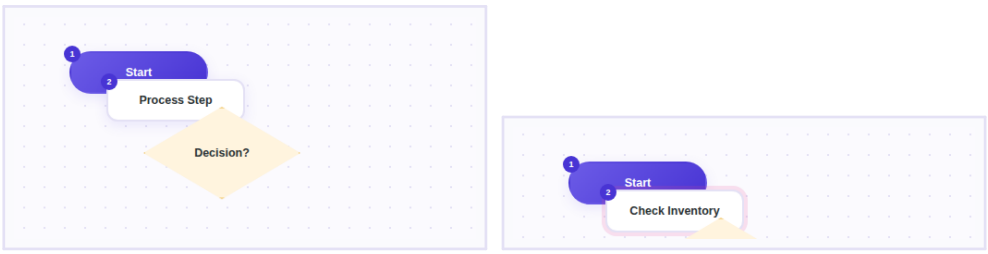
1. The Toolbar

Every action lives in one row: add a Start/End, Process Step, or Decision shape, toggle Connect mode, delete the selected shape, or clear the canvas to start over.



2. Adding & Naming Steps

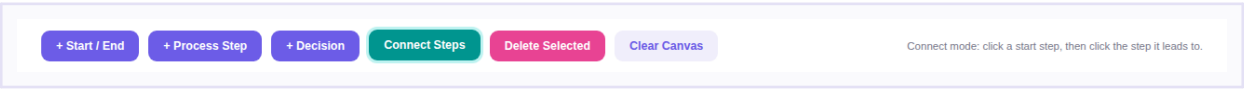
Clicking a shape button drops it onto the canvas, ready to drag into place. Double-clicking any shape's label makes it directly editable — type a new name and press Enter.



Left: three shapes just added. Right: renaming a Process Step to “Check Inventory” by double-clicking it.

3. Connecting Steps

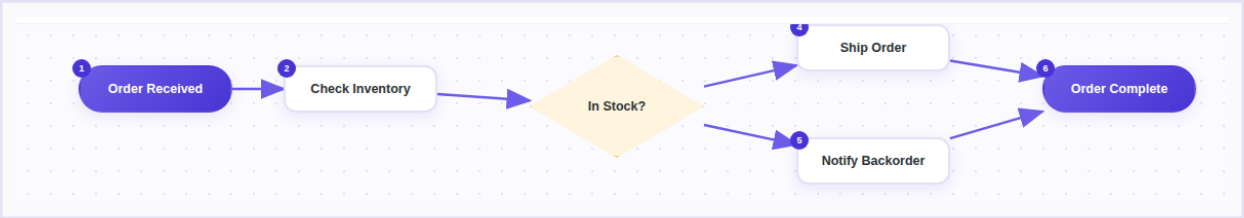
Turning on Connect Steps switches the canvas into linking mode: click a starting shape, then click the shape it leads to, and an arrow is drawn between them automatically.



The toolbar highlights and the hint text updates to guide the next click while Connect mode is active.

4. The Finished Diagram

Arrows automatically point from the edge of one shape to the edge of the next, updating live if a shape is dragged to a new position — so the diagram never looks disconnected, even mid-edit. Here's a complete order-fulfillment process, including a decision point that branches into two different paths before rejoining at the end.



Order Received → Check Inventory → In Stock? → (Yes) Ship Order / (No) Notify Backorder → Order Complete.

5. Editing & Cleanup

Clicking any shape selects it (shown with a pink outline) and enables the Delete Selected button, so a step can be removed — along with any arrows connected to it — without disturbing the rest of the diagram. Clear Canvas resets everything to start a new process from scratch.

What's Next

This first version covers the core diagramming loop — add, connect, edit, delete. Natural next steps for a v2:

Save & Reload	Store a diagram in the browser (or export/import as a file) so work isn't lost on refresh.
Export as Image or PDF	One-click download of the finished diagram to share or paste into a report.
More Shape Types	Swimlanes, sub-processes, and annotations for more detailed process maps.
Undo/Redo	Step backward and forward through changes while building a diagram.

Built With

HTML5 **CSS3** **JavaScript** **SVG**