**SimMethods.runSim()**

initVariables()

initList()

resetAllStats()

resetAllGraphData()

Set DaysPassed to simTime

endFlag = true?

getNextEvent()

set simTime to nextEventSimTime

if simTime > runTime

then call next event function e.g.

Events.engineFails()

else set endFlag to true

end if

If (graphicsOn = true)

Set DaysPassed to simTime

simTime > runTime?

Set simTime to runTime

Set DaysPassed to simTime

finaliseStats()

Return

Yes

No

Yes

No