* **Pseudo Code**
* Create 2 JavaScript files: main.js and person.js.
  + **main.js**:
    - create the **names array** which will hold:
      * 5 names
      * **ex: var names = [‘name1’, ‘name2’, ‘name3’, ‘name4’, ‘name5’];**
    - use for…loop to create 3 instances of the Person object:
      * use Math.random to select the name at random from the names array
      * send the randomly chosen name + row # it will display in the HTML to the constructor of the Person  
        **ex: var person = new** **Person(names[someName],someRow);**
      * all 5 Person instances are in the people array
    - place each object reference in an array called people.
    - Create a function called "populateHTML"
      * Web page output:
        + person's name (no duplicate names in output)
        + person's job
    - Set up an Interval
      * calls runUpdate() 30 times a second. **ex: "setInterval(runUpdate, 1000 / 30);"**
    - the program will loop through every person
      * run the prototype update() function
      * loop should be run within the **runUpdate()** which is called from the **setInterval  
        ex: function runUpdate(){  
         people.forEach(function(element){  
         element.update();});};**
  + **Person.js**:
    - Add the Person object to the global window object

**ex: window.Person = Person;**

* + - create 2 arrays on the Person object
      * **jobs** : Person.jobs = [4 or more jobs];
      * **actions:** Person.actions = [4 actions a person could do];
    - **Person constructor function (name, action, job, row)**
      * **this.name;** person name. in names array. Set in this constructor
      * **this.action;** persons activity. In actions array. Set in this constructor
      * **this.job;** select a random item from the jobs array. In jobs array. set in this constructor.
      * **this.row;** set in this constructor
    - Add update() function to the Person object prototype
      * Called from the main.js file
      * Change the action of the person every so often