Sequence Diagram - Use Case 3
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GUI	Simulation	CyclistManage	BikeManage	EventManage

create()

create()

getGarage()

[vector<Bike>]

getSquad()

[vector<Cyclist>]

getEvents()

[vector<Event>]

setEvent(chosenEvent)

setBike(chosenBike)

Loop

3 times

addRider(rider)

setTransitions(trans)

setPowerIntervals(pInt)

simulate()

Alt

[isReady() == false]

[null]

[else]

[Result]