
Algorithm 1 Build Choreography Graph

```
1: add main branch
2: add start event to main branch
3: while remainingInteractions > 0 do
4:   start:
5:   selectedNodeType  $\leftarrow$  getRandomPossibleNodeType()
6:   nextNode  $\leftarrow$  new node of selectedNodeType
7:   selectedBranch  $\leftarrow$  getRandomBranch(selectedNodeType)
8:   preceedingNode  $\leftarrow$  last node of selectedBranch
9:   if currentBranch is closable then
10:    closeBranch  $\leftarrow$  random true/false
11:    if closeBranch is true then
12:      set currentBranch as closed
13:      add corresponding merge node
14:      goto start;
15:    end if
16:  end if
17:  add nextNode to currentBranch
18: end while
19: close all open branches
20: add end event to main branch
```
