
Algorithm 1: Build Choreography

```
1 begin
2   initialize SplitTracking
3   while remainingInteractions > 0 do
4     nextNodeType  $\leftarrow$  select random possible node type
5     selectedBranch  $\leftarrow$  select random possible branch
6     if selectedBranch is closable then
7       close branch by random
8       if closed then
9         continue
10      end
11    else
12      nextNode  $\leftarrow$  new Node of nextNodeType
13      if nextNodeType is Gateway then
14        determine random possible branch count
15        add split (with branches) to SplitTracking
16      end
17      add nextNode to selectedBranch
18      decrease remainingNodes of nextNodeType
19    end
20  end
21  close still open splits
22  add end event to main branch
23  enrich interactions with reasonable sender and receiver sequence
24 end
```
