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RootVertex.hh

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```

#ifndef RootVertex_h
#define RootVertex_h 1
////////////////////////////////////
//

#include "TObject.h"
#include "TString.h"
#include "TVector3.h"

////////////////////////////////////
//
class RootVertex : public TObject
{
public:
    RootVertex ();
    RootVertex (bool aQuaiselastic, bool aInelastic,
                TString aVolumeName, TVector3 aPosition);

    ~RootVertex ();
    RootVertex (const RootVertex&);

    inline TString      GetVolumeName(){return theVolumeName;}
    inline TVector3     GetPosition(){return thePosition;}
    inline bool         IsQuasiElastic(){return theQuaiselastic;}
    inline bool         IsInelastic(){return theInelastic;}

    ClassDef(RootVertex,2);

private:
    TString      theVolumeName;
    TVector3     thePosition;
    bool         theInelastic;
    bool         theQuaiselastic;
};

#endif

```