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RootCaloHit.hh

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#ifndef RootCaloHit_h
#define RootCaloHit_h 1
////////////////////////////////////
//
#include <vector>
#include <map>

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

////////////////////////////////////
//
class RootCaloHit : public TObject
{
public:
    RootCaloHit ();
    // RootCaloHit (TString aVolume,double aTotalEdep,std::map<int,double> aEdep)
;
    RootCaloHit (int aDetID,double aTotalEdep,std::map<int,double> aEdep);

    ~RootCaloHit ();
    RootCaloHit (const RootCaloHit&);

    inline double      GetTotalEdep(){return theTotalEdep;}
    // inline TString  GetVolume(){return theVolume;}
    inline int GetVolume(){return theDet; }
    inline std::vector<int> GetParticleList(){return theParticleList;}
    double      GetEdep(int aTkID);

    ClassDef(RootCaloHit,2);

private:
    // TString          theVolume;
    int      theDet;
    double   theTotalEdep;
    std::map<int,double> theEdep;
    std::vector<int>      theParticleList;
};

#endif

```