Session 3 objectives

- Explain how to shoot the initial / primary particles in the simulation
- Provide some information on the way to randomize such particle characteristics
- Explain how to initiate, save, restart the random engine status
- **Hands-on 3a & 3b** : rewrite the primary generation provided in a cleaner way ; add some randomization possibility. Exercise the initialization, saving and restarting capabilities of random number engine.

- Introduce the visualization system.
- Explain its philosophy and the concept of visualization drivers.
- **Hands-on 3c** : exercise visualization basic commands of writing text, adding axes, saving the picture to files, etc.