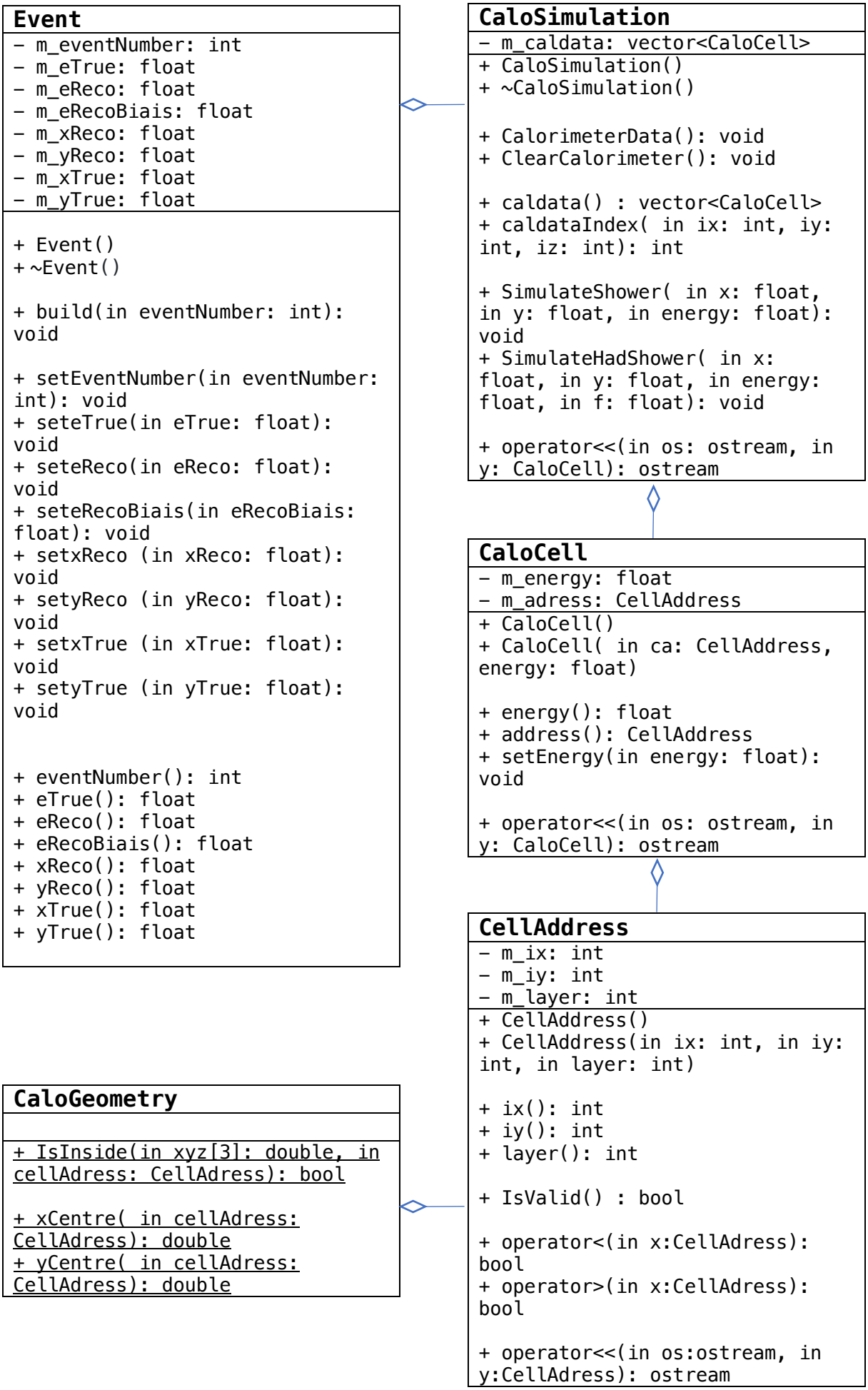
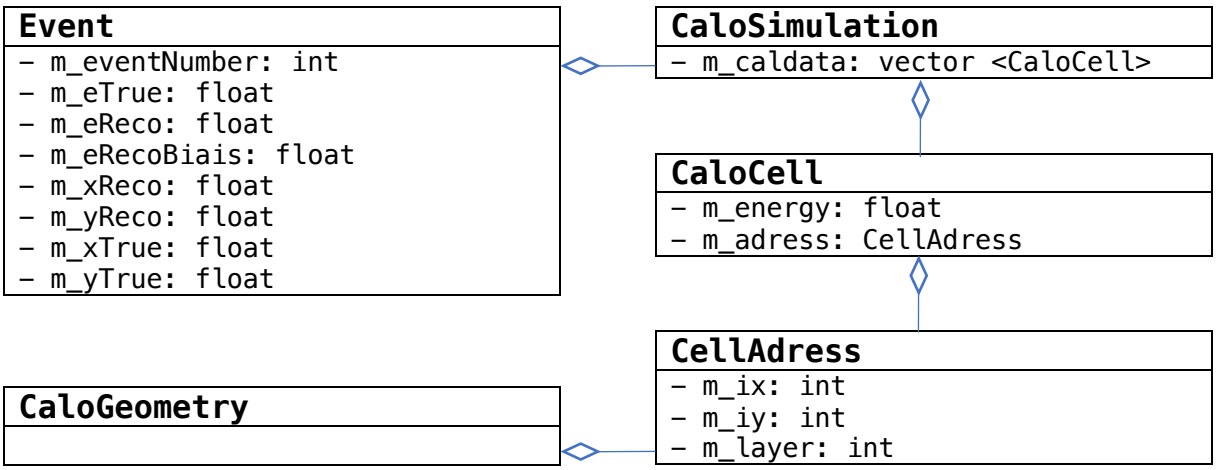

Event
- m_eventNumber: int
- m_eTrue: float
- m_eReco: float
- m_eRecoBiais: float
- m_xReco: float
- m_yReco: float
- m_xTrue: float
- m_yTrue: float
+ Event()
+ ~Event()
+ build(in eventNumber: int): void
+ setEventNumber(in eventNumber: int): void
+ seteTrue(in eTrue: float): void
+ seteReco(in eReco: float): void
+ seteRecoBiais(in eRecoBiais: float): void
+ setxReco (in xReco: float): void
+ setyReco (in yReco: float): void
+ setxTrue (in xTrue: float): void
+ setyTrue (in yTrue: float): void
+ eventNumber(): int
+ eTrue(): float
+ eReco(): float
+ eRecoBiais(): float
+ xReco(): float
+ yReco(): float
+ xTrue(): float
+ yTrue(): float
CaloSimulation
- m_caldata: vector<CaloCell>
+ CaloSimulation()
+ ~CaloSimulation()
+ CalorimeterData(): void
+ ClearCalorimeter(): void
+ caldata() : vector<CaloCell>
+ caldataIndex(in ix: int, iy: int, iz: int): int
+ SimulateShower(in x: float, in y: float, in energy: float): void
+ SimulateHadShower(in x: float, in y: float, in energy: float, in f: float): void
+ operator<<(in os: ostream, in y: CaloCell): ostream
CaloCell
- m_energy: float
- m_adress: CellAddress
+ CaloCell()
+ CaloCell(in ca: CellAddress, energy: float)
+ energy(): float
+ address(): CellAddress
+ setEnergy(in energy: float): void
+ operator<<(in os: ostream, in y: CaloCell): ostream
CellAddress
- m_ix: int
- m_iy: int
- m_layer: int
+ CellAddress()
+ CellAddress(in ix: int, in iy: int, in layer: int)
+ ix(): int
+ iy(): int
+ layer(): int
+ IsValid() : bool
+ operator<(in x:CellAdress): bool
+ operator>(in x:CellAdress): bool
+ operator<<(in os:ostream, in y:CellAdress): ostream
CaloGeometry
+ IsInside(in xyz[3]: double, in cellAdress: CellAdress): bool
+ xCentre(in cellAdress: CellAdress): double
+ yCentre(in cellAdress: CellAdress): double


Event
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- m_xReco: float
- m_yReco: float
- m_xTrue: float
- m_yTrue: float
CaloSimulation
- m_caldata: vector <CaloCell>
CaloCell
- m_energy: float
- m_adress: CellAdress
CellAdress
- m_ix: int
- m_iy: int
- m_layer: int
CaloGeometry