

## Hands-On Session 2

Code without Solution: [hands-on-2.tar.gz](https://github.com/Geant4-tutorial/hands-on-2.tar.gz)

Code with Solution: [hands-on-2-solution.tar.gz](https://github.com/Geant4-tutorial/hands-on-2-solution.tar.gz)

### Update login script

To get the environment automatically called when a new terminal is opened, you can add the following to your login script `${HOME}/.bashrc` or `${HOME}/.bash_profile`

```
# Geant4 environment
```

```
test -r /opt/geant4.10.02.p02/bin/geant4.sh && . /opt/geant4.10.02.p02/bin/geant4.sh
```

### Exercise 2

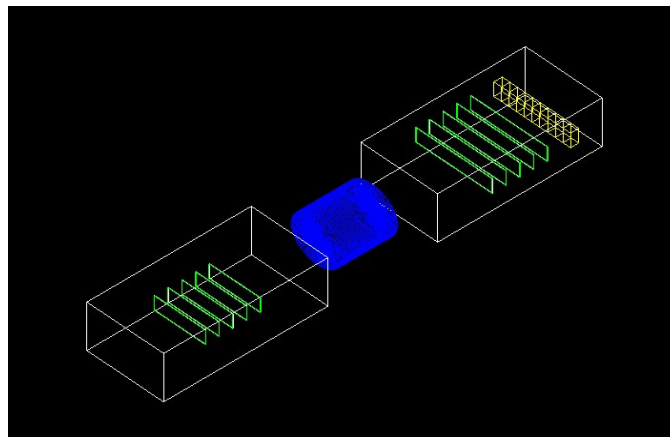


Figure 1: Geometry which will be implemented in this session

- Inspect the code of the implemented geometry and modify materials to correspond to the geometry description below. The code already present describes the geometry of the first arm detector.
  - Identify the code used for printing all materials.
- Implement geometry of a second arm described below.
  - Get inspired by the code already present
  - *Proceed step by step. After adding each piece of geometry, recompile and test your application with visualization*
  - Note that the Second Arm detector has similar components as the First Arm detector

### Explore implemented geometry:

- Add visualization attributes for added volumes in vis.mac macro

- Add axes on your scene to check your geometry
- Check your geometry with geometry tree browser and with tracking geantinos with tracking verbose level=1
- Add the run and event number in the viewer (use User Interface online help)

### Geometry already implemented:

- Material Air defined using NIST manager
- World volume
  - represented as a box of  $hx=10.*m$ ,  $hy=3.*m$ ,  $hz=10.*m$  of Air material
- Tube volume
  - of a tube shape with  $rmin = 0.*m$ ,  $rmax=1.*m$ ,  $hz=1.*m$  of Air material
- First arm detector:
  - represented as a box of  $hx=1.5*m$ ,  $hy=1.0*m$ ,  $hz=3.0*m$  of Air material
  - placed in  $-5.*m$  in zdirection (in front of Tube (in blue colour))
  - including:
    1. 5 Drift chambers (in green colour)
      - \* of a box shape with  $hx=1.*m$ ,  $hy=30.*cm$ ,  $hz=1.*cm$  of Argon gas material
      - \* placed along zaxis with a distance of  $0.5*m$  from each other with the middle one in the center of the parent volume
    2. Wire plane
      - \* of a box shape with  $hx=1.*m$ ,  $hy=30.*cm$ ,  $hz=0.1*mm$  of Copper material
      - \* placed inside each drift chamber in its center

### Geometry to be implemented

- Add following materials (using NIST manager) and update materials in First Arm detector
  1. Argon gas ( G4.AR )
  2. CsI ( G4.CESIUM.IODIDE )
  3. Copper ( G4.Cu )
- Second arm detector
  - represented as a box of  $hx=1.5*m$ ,  $hy=1.*m$ ,  $hz=3.*m$  of Air material
  - placed in  $5.*m$  in z-direction (behind Tube (in blue color)).
  - Including:

1. 5 Drift chambers (in green color)
  - \* of a box shape with  $hx=1.5\text{m}$ ,  $hy=30.\text{cm}$ ,  $hz=1.\text{cm}$  of Argon gas material
  - \* placed along z-axis with a distance of  $0.5\text{m}$  from each other with the middle one in the center of the parent volume.
2. Wire plane
  - \* of a box shape with  $hx=1.5\text{m}$ ,  $hy=30.\text{cm}$ ,  $hz=0.1\text{mm}$  of Copper material
  - \* placed inside each drift chamber in its center
3. EM calorimeter (in yellow color)
  - \* of a box shape with  $hx=1.5\text{m}$ ,  $hy=30.\text{cm}$ ,  $hz=15.\text{cm}$  of CsI material
  - \* placed at  $2\text{m}$  in z-direction from the center of its parent volume (Second Arm Detector).
4. Fill the EM calorimeter with  $15\text{cm}$  layers along x-direction of the same material (CsI)