How to create and fill a tree How to access and analyze a tree

Anna Simon

November 18, 2015

Creating a data tree

- Understand the structure of the event
- Declare variables that will store the event data

```
int multiplicity;
double energy[20];
```

 Declare and initialize an output ROOT file, a tree and branches that will be filled with the event data

```
TFile *fileOut = new TFile("data.root", "RECREATE");
TTree *t = new TTree("t", "simple root tree");
t->Branch("multi", & multiplicity, "multiplicity/I");
t->Branch("ene", energy, "energy[20]/F");
```

Creating a data tree

Loop over the data file to populate the variables, execute the tree Fill() command for each event

```
while (!fileIn.eof()){
    cin >> energy[0] >> energy[1] ....;
    multiplicity=0;
    for(int i=0; i<20; i++){
        if (energy[i]>0) multiplicity++;
    }
    t->Fill();
}
```

■ Write the ROOT file to disk

```
1 fileOut ->Write();
```

Writing a data analyzer

- Inspect the structure of the data tree (here two variables, one int and one float)
- Declare the variables that will store data from the tree
- Open the data file, create a pointer to the tree and set the branches addresses

Create an output file and ROOT structures within it

```
TFile *fileOut = new TFile("histograms.root", "RECREATE");
TH1F *hMult1 = new TH1F("hMult1", "mult 1 events", 1000,0,1000);
TH1F *hMult2 = new TH1F("hMult2", "mult 2 events", 1000,0,1000);
```

Writing a data analyzer

 Loop over the whole tree, read event-by-event to populate the variables

```
int nEntries = t->GetEntries();
float totalEne
for (int i=0; i<nEntries; i++){
    t->GetEntry(i);
    for (int j=0; j<20; j++){
        totalEne = totalEne + ene[j];
}

if (multiplicity=1) hMult1->Fill(totalEne);
    if (multiplicity=2) hMult2->Fill(totalEne);
    totalEne=0; //zero your variables when done using them!
}
```

■ Write the output file to disk

```
1 fileOut ->Write();
```