

```

// ===== EventAction.hh Head Filer =====
//
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// Modified by Darren Holland 2020-11-02
// =====
//
// This file initiates tracking the energy deposition per thread
// =====
//
#ifndef B4aEventAction_h
#define B4aEventAction_h 1
#include "G4THitsMap.hh"
#include "G4UserEventAction.hh"
#include "globals.hh"
// ===== Event Action Class =====
//
class B4RunAction;
class B4aEventAction : public G4UserEventAction
{
public:
    B4aEventAction(B4RunAction* runAction);
    virtual ~B4aEventAction();

    virtual void BeginOfEventAction(const G4Event* event);
    virtual void EndOfEventAction(const G4Event* event);

    G4double eventTotEdepDetector;
private:
    // data members
    G4int fAbsoEdepHCID;
};
#endif

```