1 Data structures

The code is based on physical objects.

The information that describes a solution (compounds, concentrations, and solvents) are stored in a `Solution` object.

Since a well can be modified at different times throughout an experiment, the states of that well are saved in `action` objects that contain the time the action was performed and the `Solution` object describing the state of that well.

A well's `action` objects are stored in an `actionList` object.

A `well` object contains an `actionList` as well as the well's location, path to it's data file, as well as a matrix or data frame that holds the data. Other functions such as data smoothers or splines specific to that well may also be stored in a `well` object.

A `wellList` object holds multiple `well` objects.

2 Loading or generating well data and annotations

2.1 Create well list from CSV annotation file

A `wellList` object may be generated from an annotation file. This is easiest to explain by example.

2.2 Create well list programatically