

Our “Toy Brick” Test

```
int main(int argc, char** argv)
{
    ...
    JetScapeLogger::Instance()->SetDebug(false);
    JetScapeLogger::Instance()->SetVerboseLevel(0);

    auto jetscape = make_shared<JetScape>("./jetscape_init.xml",3);
    auto jlossmanager = make_shared<JetEnergyLossManager> ();
    auto jloss = make_shared<JetEnergyLoss> ();
    auto matter = make_shared<Matter> ();
    auto martini = make_shared<Martini> ();

    auto pGun= make_shared<PGun> ();
    auto hydro = make_shared<Brick> ();
    auto writer= make_shared<JetScapeWriterAscii> ("test_out.dat");

    jetscape->Add(pGun);
    jetscape->Add(hydro);
    jloss->Add(matter);
    jloss->Add(martini);
    jlossmanager->Add(jloss);

    jetscape->Add(jlossmanager);
    jetscape->Add(writer);

    // Intialize all modules tasks
    jetscape->Init();

    // Run JetScape with all task/modules as specified ...
    jetscape->Exec();

    jetscape->Finish();

    ...
    return 0;
}
```

