



# rootJS - Specification

PSE - Software Engineering Practice

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# **Outline/Gliederung**



- Product Environment
  - Software
  - Hardware
- 2 Scenarios
  - Scenario 1
- 3 Use Cases
  - Event Viewer
- System Model
  - Initialization
  - Call a feature

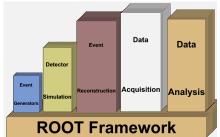


### **ROOT**



- process and visualize large amounts of scientific data (CERN)
- features a C++ interpreter (CLING) i.e. used for rapid and efficient prototyping
- persistency mechanism for C++ objects







# Node.js



- open source runtime environment
  - develop server side web applications
  - act as a stand alone web server



# Node.js



- open source runtime environment
  - develop server side web applications
  - act as a stand alone web server
- Google V8 engine to execute JavaScript code
- rootJS bindings realized as native Node.js module written in C++





## **Hardware**

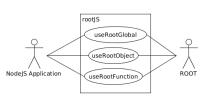


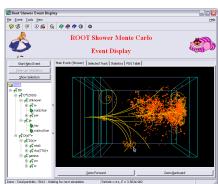
## Scenario 1



### **Event Viewer**







**Use Cases** 



## Initialization



- Expose all
  - Global variables
  - Global functions

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Classes

#### Initialization



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  - Global variables
  - Global functions
  - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is beeing passed to node

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  - Global variables
  - Global functions
  - Classes
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- An object which members are the exposed features is beeing passed to node

#### **Names**

- Functions and classes have the same name as in Root
- Global variables can be called using Get[Variable] and Set[Variable] methods



### Call a feature



All features in node are mapped to a proxy method that will be called



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- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory
- By looking at the object type an corresponding v8::Handle will be generated and returned to node
  - If the result is an object this will be done recursively



### References I



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