



# Reconstruction Integration to Database

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# Objectivity Status

## n Now Built-in

- Recent builds have included Objectivity code
- Current development is built on top of these releases

# Background

## n Who is Involved

- Bob Jacobsen originated new idea for events
- He started coding
- I've altered the details a little

## n What are our goals?

- We want to limit dependencies between classes
- Be able to only input or output a subset of the data for one event

# Implementation

- n Event divided into “Chunks”
- n A “Writer” initiates translation from/to transient to/from persistent
  - Like a small input AND output module
- n Persistent classes have the brains
- n Two-step process
  - First new objects are made
  - Then the connections between them

# Current Status

- n All GHits have been coded
- n Larger section of Emc has also been implemented
- n Runtime problem preventing full testing
- n This code should be in today's release (22nd Sep 97)

# Conclusion

- n New structure should work
  - Toy models have shown viability
  - Full demonstration may require next release
- n New structure should be ready for developers within a fortnight