

Selectors and Selections

Function

A Selection is a set of references to (identifiable ?) objects within a transient data store. This store could be either an event data store, a detector data store or a histogram data store.

A Selector is anything which creates a selection. Thus the following are selectors:

1. An algorithm which, for example, identifies all tracks with a large impact parameter and creates a container of references to these tracks within the data store.
2. A GUI which allows a user to browse the data store and select objects to display, save, dump out to a file etc.
3. An interactive event display which allows selection via clicking on displayed objects.

Interfaces

dataObject. A selection is an identifiable object.

ISelction. A selection must have an iterator-like interface for iterating through the references that it contains. Maybe a Java-like iterator is simplest:

- boolean hasMoreElements()
- object nextElement()

A interface of a specific selector will depend on whether it is implemented as an algorithm or a more UI-type component.

Dependencies

Transient data stores. A selector must be able to navigate through the event, detector and histogram data stores. It must also be able to register a selection into a store.