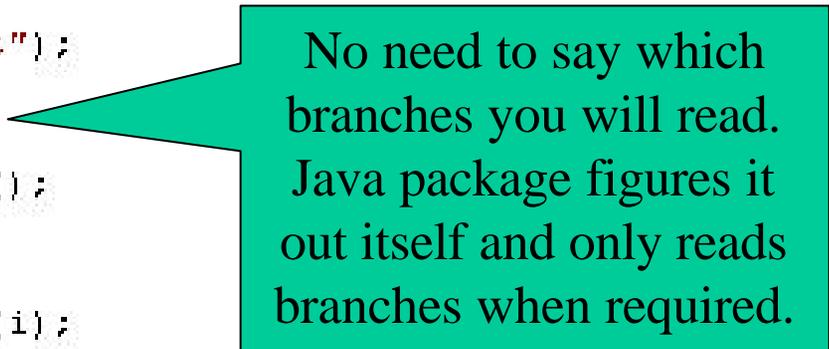


# Java Package for Reading Root files

- What?
  - A standalone Java package for *reading* Root files.
  - Gives OO access to *data* in the root file
    - Does not allow calling methods in C++ objects
      - E.g., can create TH1 object, and access TH1 data, but not call TH1.Draw()
  - Works with any Root file written with 3.00/6 or later
  - Needs SteamerInfo data from Root file
    - Works automatically if default Root Streamers used
  - Handles user-defined objects
  - Handles TTree and Splits
- Why?
  - Useful for Java Applets, Servlets, Java GUI's, online systems
  - Can be used with Java based scripting languages (Jython, Beanshell, DynamicJava *etc*).
  - Can be used for Java Event Displays (e.g. Wired)
  - Can be used with Java based analysis tools (e.g. JAS)

# Example Program

```
public class EventTest
{
    public static void main (String args[]) throws IOException
    {
        RootFileReader reader = new RootFileReader("Event.root");
        TTree tree = (TTree) reader.get("T");
        TBranch branch = tree.getBranch("event");
        int n = branch.getNEntries();
        System.out.println("nEntries="+n);
        long start = System.currentTimeMillis();
        for (int i=0; i<n; i++)
        {
            Event e = (Event) branch.getEntry(i);
            List l = e.getTracks();
            System.out.println("NTracks="+e.getNtrack()+" "+l.size());
            Iterator it = l.iterator();
            while (it.hasNext())
            {
                Track t = (Track) it.next();
                double px = t.getPx();
                //System.out.println("px="+px);
            }
        }
        long stop = System.currentTimeMillis();
        System.out.println("ms/event="+((stop-start)/n));
    }
}
```



No need to say which branches you will read. Java package figures it out itself and only reads branches when required.



# Status

- Still in Alpha Status
  - Has been tested on as many Root files as we can get our hands on
  - Need more tests (please try it and report bugs)
  - Currently quite slow
    - Easier to test and debug before optimization
    - In future will dynamically create Java (bytecode) objects and use memory mapped IO (new in Java 1.4)
      - Speed should be comparable with C++ Root IO.
- More Info:
  - <http://java.freehep.org/lib/freehep/doc/root/index.shtml>
  - [tonyj@slac.stanford.edu](mailto:tonyj@slac.stanford.edu)