

ROOT GUI, General Status

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ROOT as a scientific data analysis framework provides a large selection data presentation objects and utilities. The graphical capabilities of ROOT range from 2D primitives to various plots, histograms, and 3D graphical objects. Its object-oriented design and developments offer considerable benefits for developing object-oriented user interfaces. The ROOT GUI classes support an extensive and rich set of widgets that allow an easy way to develop cross-platform GUI applications with a common look and feel. The object-oriented, event-driven programming model supports the modern signals/slots communication mechanism. This mechanism is an advanced object communication concept; it largely replaces the concept of callback functions to handle actions in GUIs. Signals and slots are just like any object-oriented methods implemented in C++. It uses ROOT dictionary information and CINT interpreter to connect signals to slots in ROOT. The progress of the recent user interface developments in ROOT are presented in this paper.

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