



Questionnaire results

Geometry basics

Survey: Geometry - Basic

- Which of the following statements is true?
 - A. Bodies, zones and regions can overlap.: 2 (5.88%)
 - B. Bodies can overlap, but not zones and regions.: 4 (11.76%)
 - **C. Bodies and zones can overlap, but not regions.: 23 (67.65%)**
 - D. Zones can overlap, but not bodies and regions.: 4 (11.76%)
 - E. Neither bodies, zones or regions can overlap.: 1 (2.94%)

- Which of the following gives an error?
 - A. A region consisting of a single zone.: 0 (0%)
 - **B. A region without a material assignment.: 22 (64.71%)**
 - C. Use of the region names "target" and "Target" at the same time.: 3 (8.82%)
 - D. Assignment of a BLCKHOLE material to a region inside the geometry.: 4 (11.76%)
 - E. Use of touching surfaces for region definitions.: 5 (14.71%)

Survey: Geometry - Basic

- What is the best way to define regions around your object?
 - A. Regions around objects don't have to be defined, FLUKA will take care of them.: 0 (0.0%)
 - B. Use the bodies defining the object to define the regions around your object.: 13 (28.26%)
 - C. Subtract the object's regions definition in parenthesis from the surrounding body.: 2 (4.35%)
 - D. Subtract the bodies defining the object from the surrounding body.: 23 (50%)
 - E. Use complementary bodies to define the regions around your object.: 8 (17.39%)
- Which of the following statements is true?
 - A. Flair always shows the "Error found" warning, if there is an error in the geometry.: 13 (38.24%)
 - B. FLUKA always stops before starting the simulation if there is an error in the geometry.: 3 (8.82%)
 - C. FLUKA always stops if the currently simulated particle reaches a geometry error.: 2 (5.88%)
 - D. FLUKA won't stop if the currently simulated particle reaches a geometry error, but an error message is printed in the .err file.: 8 (23.53%)
 - E. None of the above.: 8 (23.53%)

Survey: Geometry - Basic

- FLUKA will always stop if:
 - A. The location of a particle belongs to more than one region.: 6 (17.65%)
 - B. It cannot accurately determine a particle's relative position to a body.: 4 (11.76%)
 - C. A particle enters the BLACKHOLE region.: 3 (8.82%)
 - **D. The position of the particle does not belong to any region.: 21 (61.76%)**
 - E. A primary particle is generated exactly on a region boundary.: 0 (0%)

