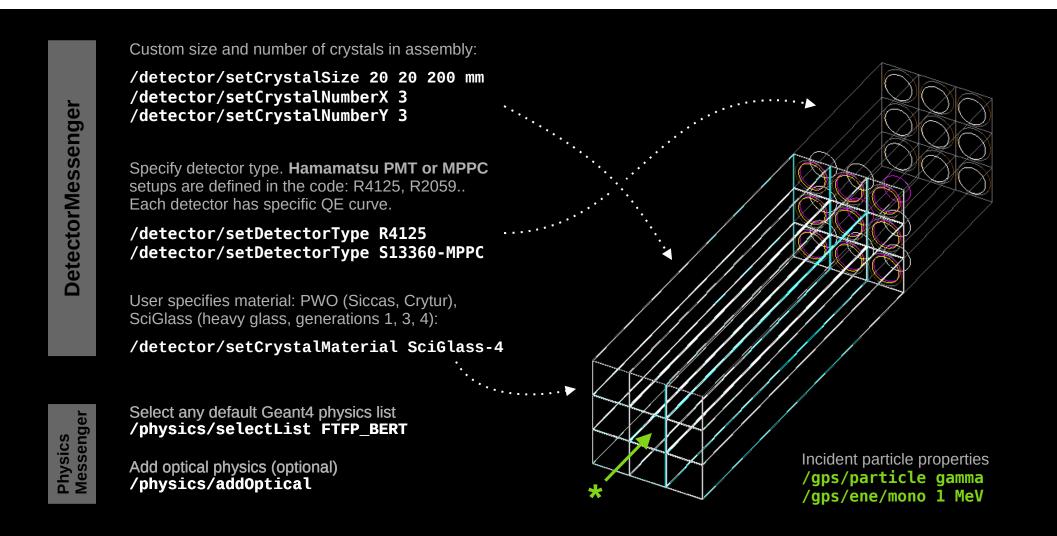
# **Overview of the Glass Prototype Simulation**

- Program code is based on the Geant4 framework and located in private repository that belongs to Jefferson Lab GitHub organization. Please contact Tanja Horn for source code access.
- Glass Simulation program is built on top of the Ho San's program code.
- Control of the simulation is handled by Macro Commands defined in input macro file.



### **Scintillator Materials Definition**

Every material defined in the program has unique set of properties:

- For energy deposition: elemental composition.
- For optical readout: **refractive index** (RI), **measured transmittance** (T at certain distance), emission spectrum, scintillation yield. **Absorption length** is calculated as a function of RI and T.

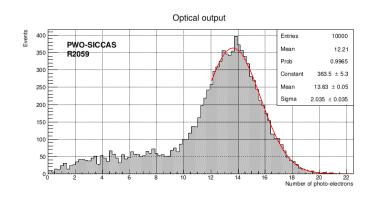
## **Program Output**

#### **UserAction** classes

Collect **PE output from every detector**. Based on detector geometry, cathode size and QE of the user-selected detector.

Detect **Cherenkov/Scintillation** photon ratio produced in simulation.

Count particles leaving the simulation (ensure energy balance).

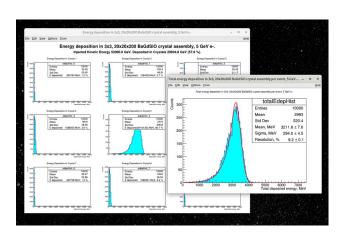


#### **PrimitiveScorer** class

Collect energy deposited in each crystal.

Fit energy deposition with Crystal Ball function.

Calculate the energy resolution.



### ScoringMesh class

Visualize energy deposition in the crystal and detector assembly

