

EventVariables

[EventVariables](#) - LCFixedObject class for the event variables collection.

Functions:

- int **getNHits()** returns number of hits in event
- int **getNLayers()** returns number of layers
- float **getEnergySum()** returns energy sum in MIPs for event
- float **getEventEnergyDensity()**
- float **getEventRadius()** returns event shower radius
- float **getEventRadiusEw()** returns energy weighted event shower radius
- float **getEventCoGx()** returns event center of gravity in x
- float **getEventCoGy()** returns event center of gravity in y
- float **getEventCoGz()** returns event center of gravity in z
- **...5layer...** functions returns variables calculated for first 5 layers:
 - float **get5layerNHits()**
 - float **get5layerEnergySum()**
 - float **get5layerCoGx()**
 - float **get5layerCoGy()**
 - float **get5layerCoGz()**
- float **getEventCoGI()** returns event center of gravity in I
- float **getEventCoGJ()** returns event center of gravity in J
- float **getEventCoGIGeom()** returns event center of gravity in I without hit amplitude weighting
- float **getEventCoGJGeom()** returns event center of gravity in J without hit amplitude weighting
- float **getFraction25layers()** returns fraction of energy in first 25 layers