

TH1 Drawing (Graphical User Interface)

Everything we see in a GUI is connected to an object in memory.

**Histograms are not a GUI class.
(Standard graphical windows class TCanvas)**

**System will create graphical objects if need.
(We can create graphical objects manually)**

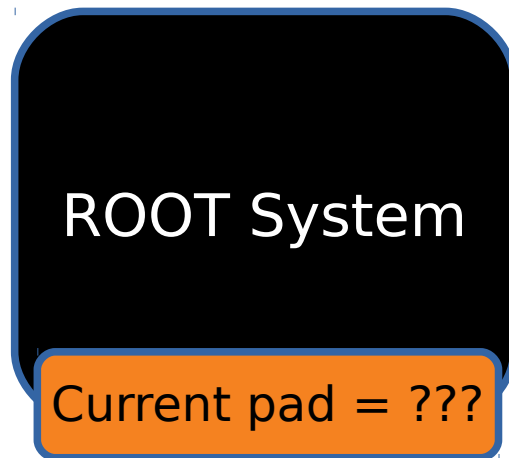
Draw commands will target the currently selected “pad”

“pad” - A ROOT graphical drawing area/box.

TH1 Drawing

h1->Draw()

Screen



TH1 Drawing

h1->Draw()

**Please draw me in
the current GUI pad**

TH1D h1

ROOT System

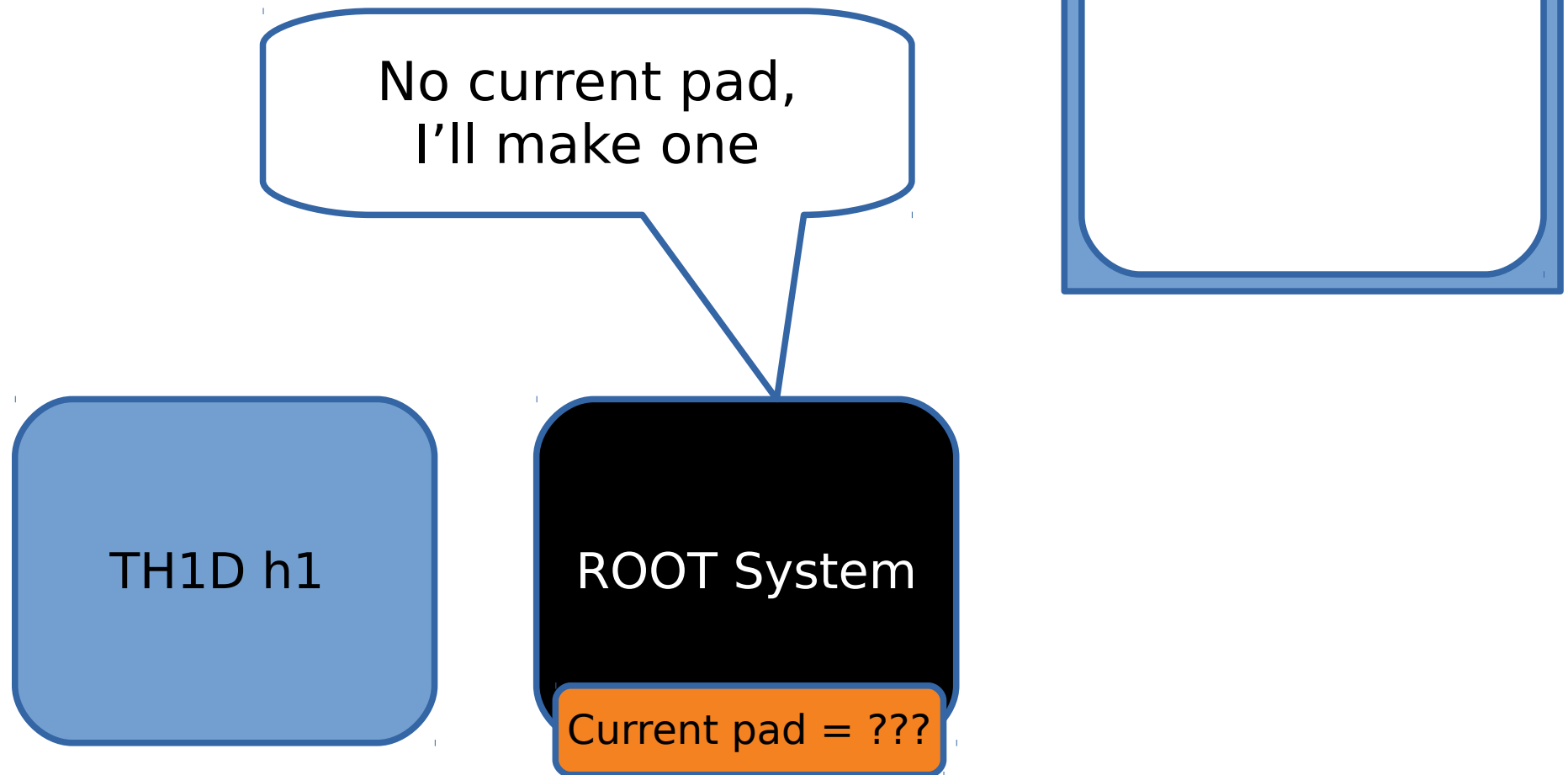
Current pad = ???

Screen



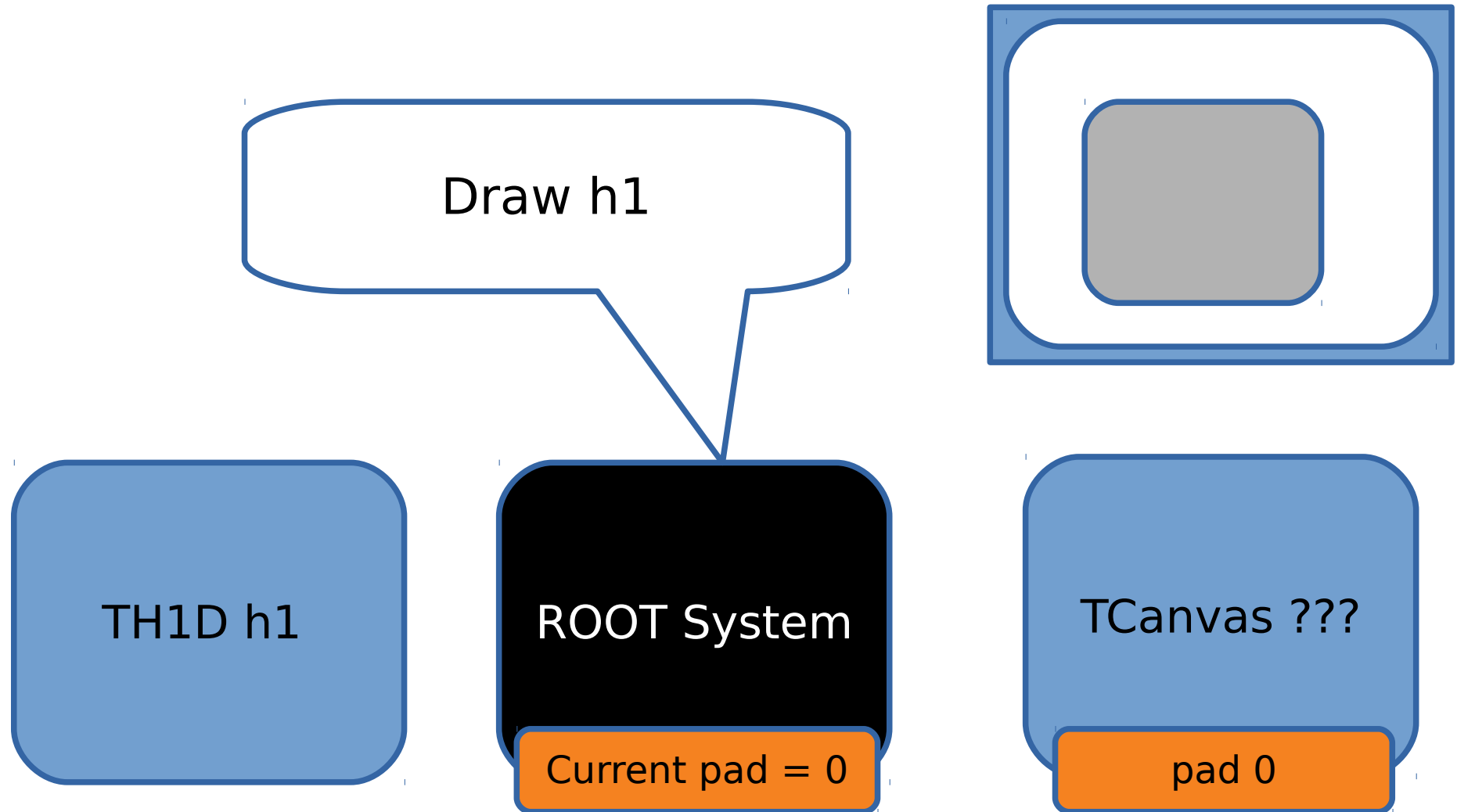
TH1 Drawing

h1->Draw()



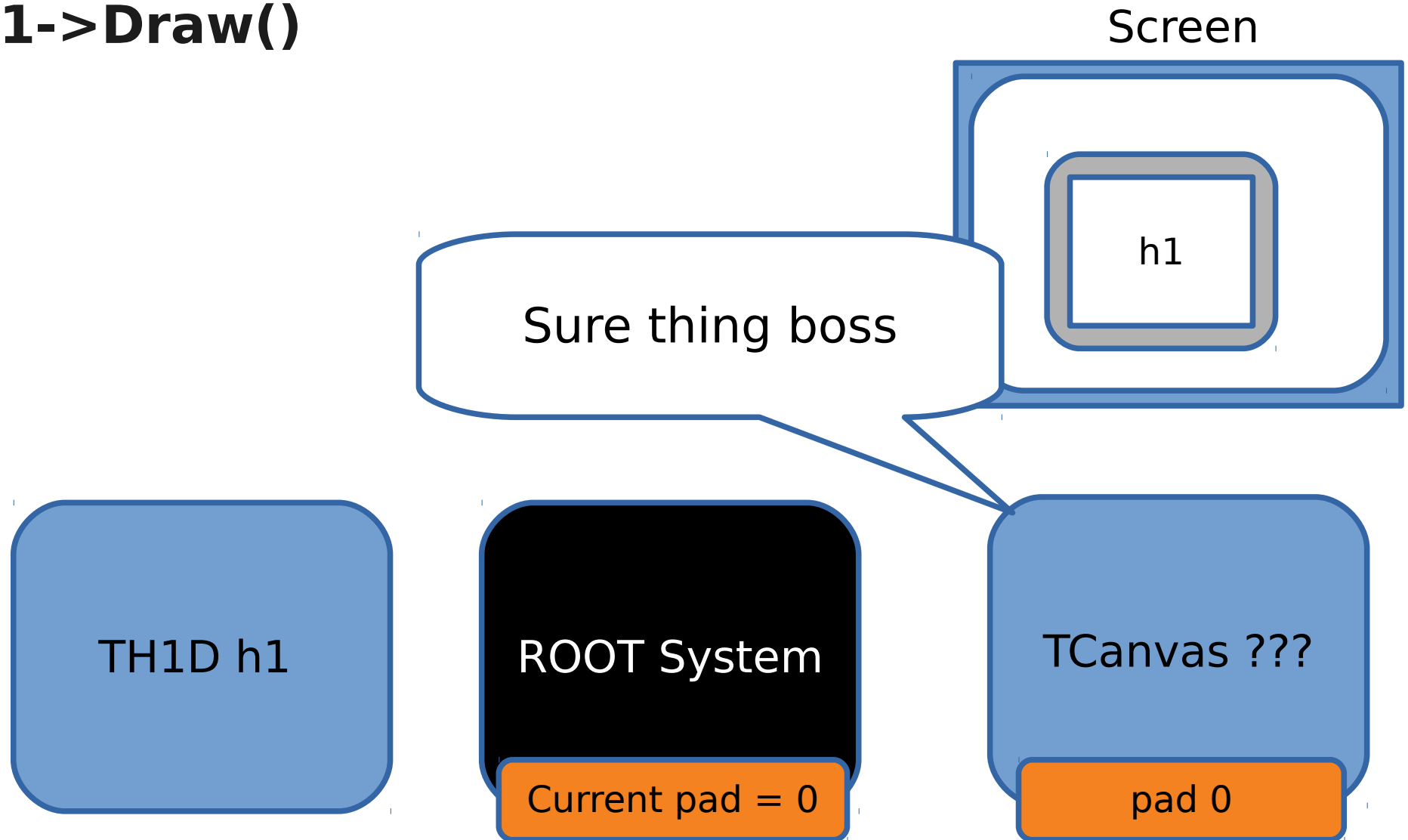
TH1 Drawing

h1->Draw()



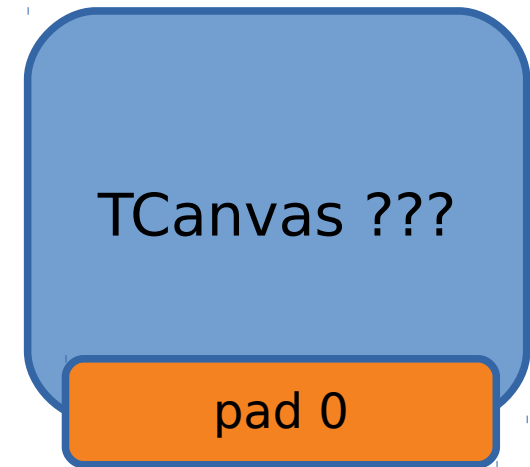
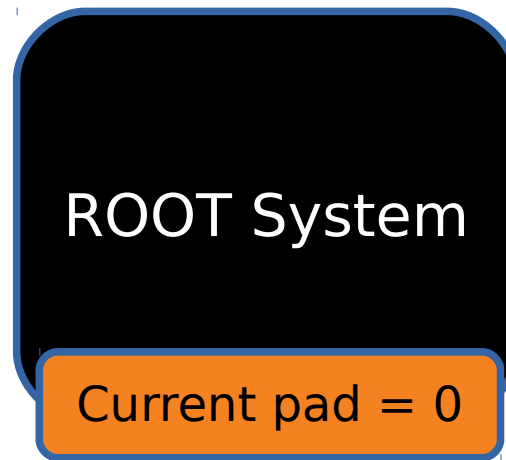
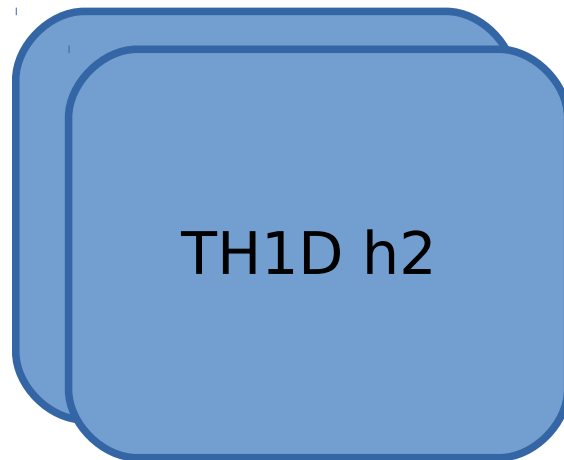
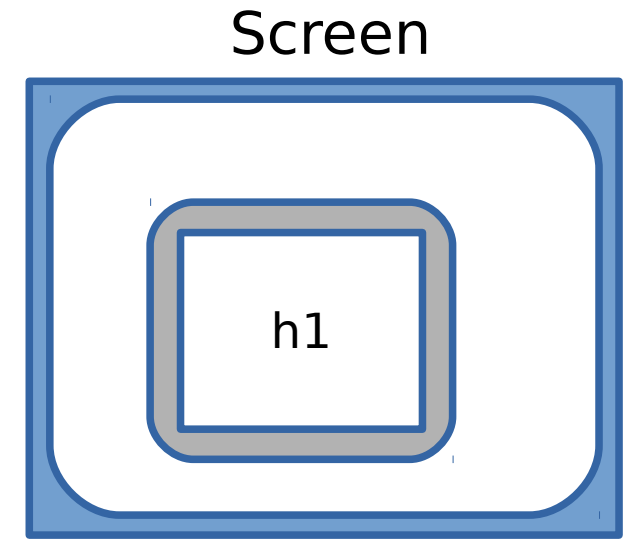
TH1 Drawing

h1->Draw()



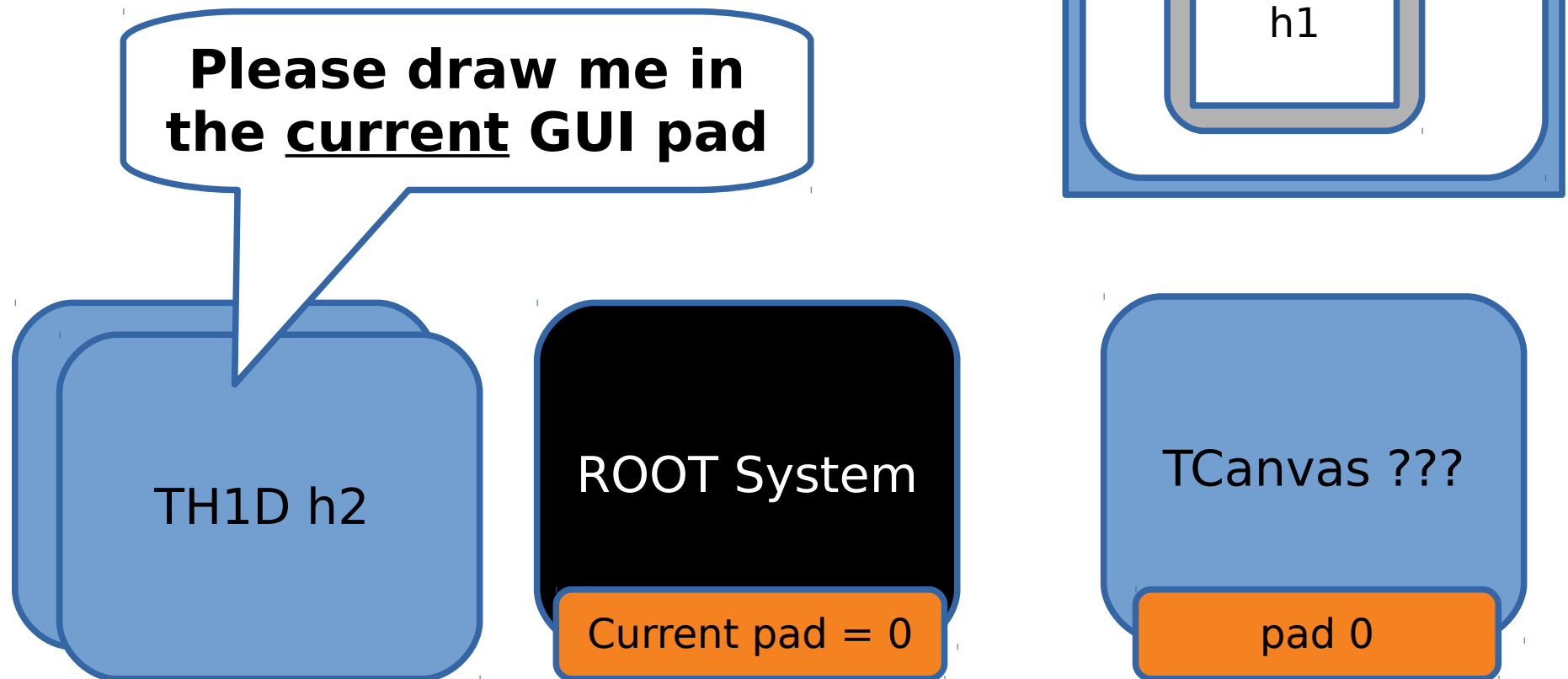
TH1 Drawing

h2->Draw()



TH1 Drawing

h2->Draw()



TH1 Drawing

h2->Draw()

