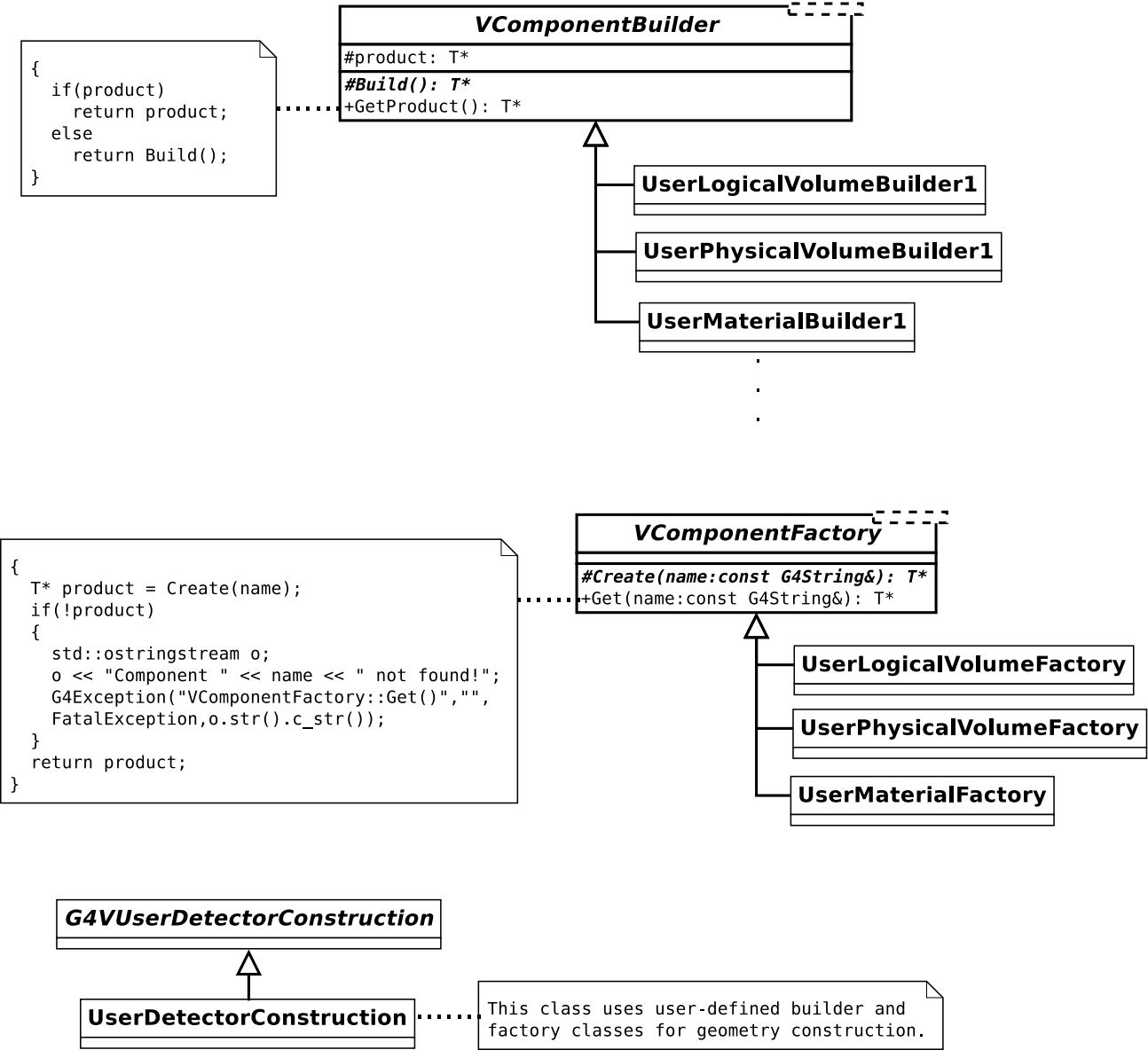
VComponentBuilder
#product: T*
#Build(): T*
+GetProduct(): T*
{
if(product)
return product;
else
return Build();
}
UserLogicalVolumeBuilder1
UserPhysicalVolumeBuilder1
UserMaterialBuilder1
VComponentFactory
#Create(name:const G4String&): T*
+Get(name:const G4String&): T*
{
T* product = Create(name);
if(!product)
{
std::ostringstream o;
o << "Component " << name << " not found!";
G4Exception("VComponentFactory::Get()","",
FatalException,o.str().c_str());
}
return product;
}
UserLogicalVolumeFactory
UserPhysicalVolumeFactory
UserMaterialFactory
G4VUserDetectorConstruction
UserDetectorConstruction
This class uses user-defined builder and
factory classes for geometry construction.