

GammaLib - Action #774

Feature # 692 (Closed): Perform an extensive interface review of all classes

Review sky module classes

02/20/2013 03:16 AM - Knödlseider Jürgen

Status:	Closed	Start date:	02/20/2013
Priority:	Normal	Due date:	
Assigned To:	Knödlseider Jürgen	% Done:	100%
Category:		Estimated time:	20.00 hours
Target version:	00-08-00		
Description			

History

#1 - 02/20/2013 03:17 AM - Knödlseider Jürgen

The following classes have been reviewed:

Class	Comment
GWcsAIT	Creation
GWcsAZP	Minor revision
GWcsCAR	Minor revision
GWcsMER	Minor revision
GWcsSTG	Minor revision
GWcsTAN	Minor revision
GHealpix	Renamed from GWcsHPX
GSkyPixel	Make class generic for 1D and 2D pixels
GSkymap	Use generic 1D and 2D pixels, rename conversion methods consistently, revise interface
GSkyProjection	Renamed GWcs to GSkyProjection
GWcs	Renamed GWcslib to GWcs
GWcsRegistry	Now only holds WCS projections
GSkyDir	Kept as was

#2 - 12/01/2013 10:50 PM - Knödlseider Jürgen

- Status changed from New to In Progress

- *Assigned To* set to *Knödseder Jürgen*

- *% Done* changed from 0 to 10

#3 - 12/02/2013 03:47 PM - Knödseder Jürgen

It should be checked whether GSkyPixel can be generalised to 1D and 2D pixelisations. This would simplify the interface for GSkymap and allow for a higher level of abstraction. Generalisation can be achieved by setting for example the y index to -1 and using only the x index of 1D pixelisation.

#4 - 12/03/2013 02:14 AM - Knödseder Jürgen

- *% Done* changed from 10 to 60

Knödseder Jürgen wrote:

It should be checked whether GSkyPixel can be generalised to 1D and 2D pixelisations. This would simplify the interface for GSkymap and allow for a higher level of abstraction. Generalisation can be achieved by setting for example the y index to -1 and using only the x index of 1D pixelisation.

GSkyPixel has been made generic. The class can now be used to access pixels in 1D and 2D pixelisations.

#5 - 12/03/2013 09:58 AM - Knödseder Jürgen

- *Status* changed from *In Progress* to *Closed*

- *% Done* changed from 60 to 100

- *Remaining (hours)* changed from 20.0 to 0.0

Finished.