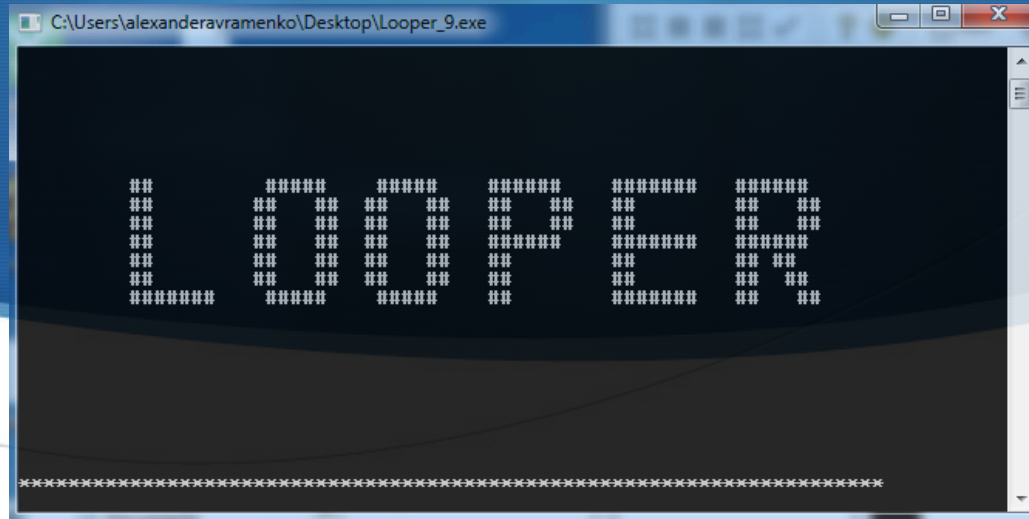


Looper

By Alex Avramenko



Brief Description

- ◆ Loop Ray/Relflec
- ◆ User-friendly.
- ◆ Easy 2 Dimensional
Permutations
- ◆ Written in C++

Disclamers/Limitations

- ◆ Can do only up to 1000 runs.
- ◆ Can not be used simultaneously by more than one person in the same server file. (because of Run file creation)

Input file

```
NO
NO
1
1
GR
620
620
0
Au
0
19.3
88.45
86.08
100
-1
3
90
10 15 20 25 23 22 21 19 18 17 16
```

12 permutations

```
0.65
11
← Enter for Reflec
yes
53
7
128
yes
no
yes
1
yes
1
3
10 15 20 25 23 22 21 19 18 17 16
EXIT
```

12 permutations

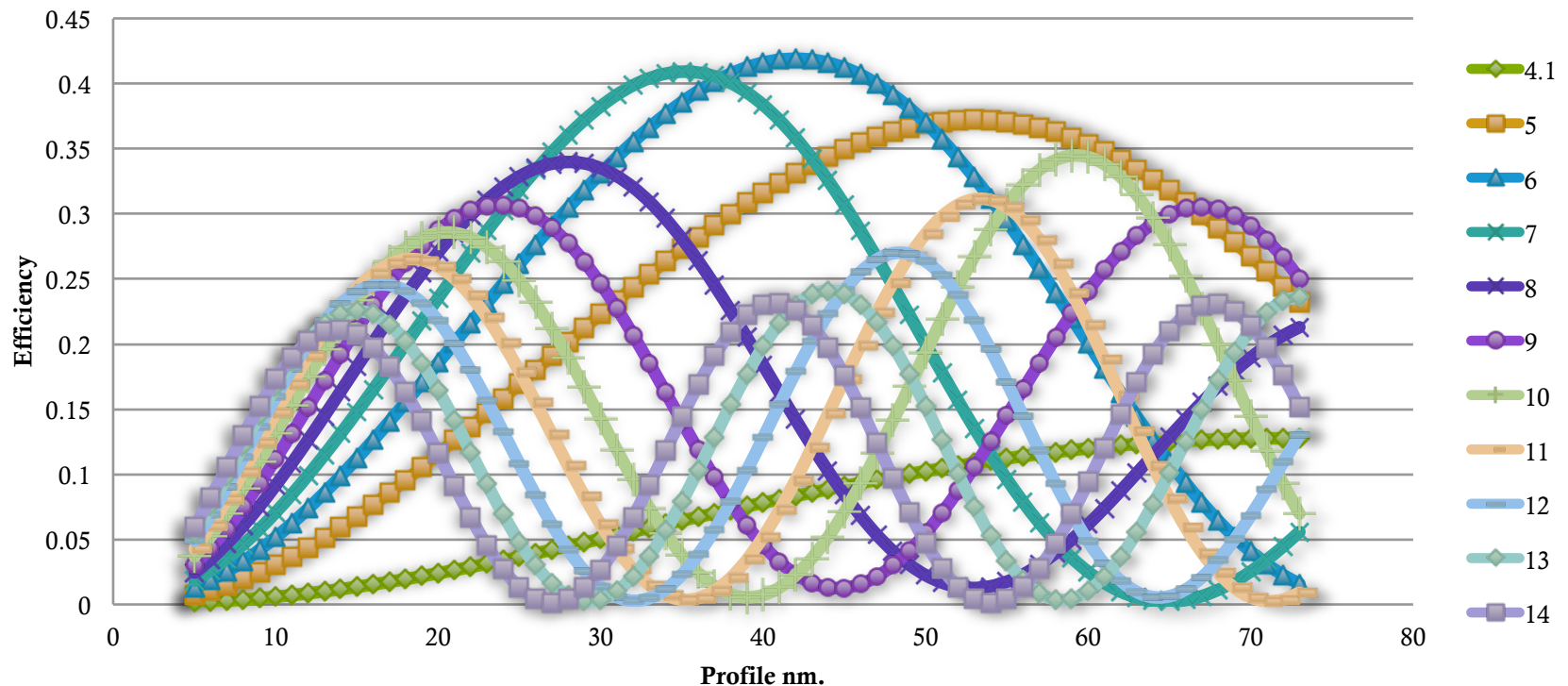
Editor

- ◆ Value (v) -- Constant value
- ◆ Manual (m)
- ◆ Jump (j)
 - ◆ Positive or negative
- ◆ Sequence (s)
 - ◆ Runs=4, First number=1, Second number=2.
 - ◆ Output: (1, 1.25, 1.5, 1.75, 2)
- ◆ File (f)

2 Dimensional simulation

759 runs of Reflec
>24,000 enter clicks.

Profile optimisation for each angle. Done for a grating.



Process

File Reads:

A
B
C
D
E
F
G
H
...

Runs=2

Editor

File (f)

Name of file?

Amount
?

Negative (-2)

Reps? (3)

Positive(3)

Program
read:

A
B
C
A
B
C

Zero

Program
read:

A
B
C
D
E
F

Program
read:

A
A
A
B
B
B

Sample

INPUT FFILE (Spaces
are real entries)
STARTS HERE

Energy eV
gr
150
150
500
600
700
800
900

-1

88.4907
86.0780
177.25

Profile nm

15

1
2
3
4
5
6
7
8
9
10

53
7
3

abc.txt

3
15
9

Runs= 50 (10*50)

Energy:

Amount=5

Profile

Amount= -10

Reps = 5

Names: abc.txt

Amount = 0

Troubleshooting

- 💧 Check the created Run files.
- 💧 Source code available but written in a rush!

Thank you for your
attention

Any Questions?

