A GUI for the GLAST likelihood program

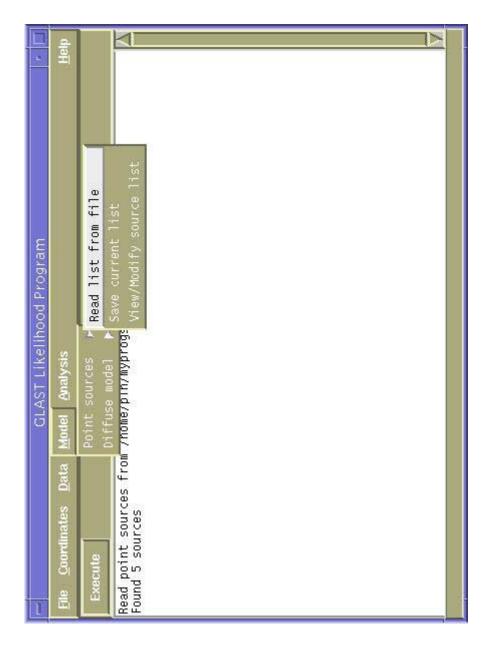
Patrick Nolan
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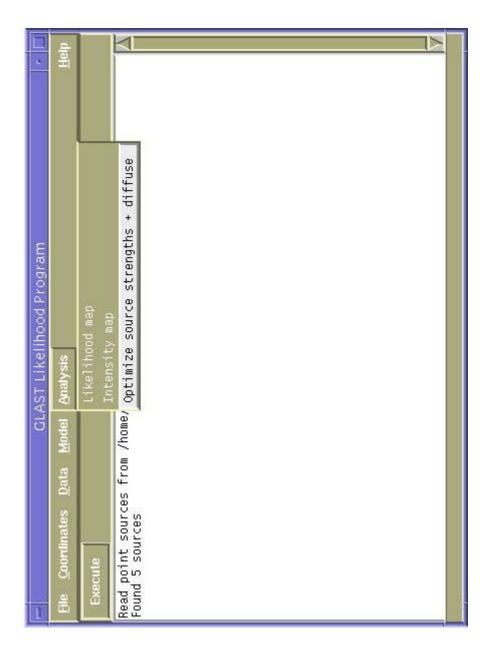
Progress

- I decided to produce a GUI for the likelihood program before thinking about the program's internals. I find that it helps to clarify the issues.
- I wrote it in Python, a free language that runs on most platforms. It is good for rapid prototyping. The real program could be done in another language, if necessary, but I don't yet see a pressing need.
- The program is far from complete. I have devoted most of my attention to the display and maintenance of a list of point sources. I believe that this will be the most frequent point of user interaction.
- One important goal is to avoid the enormous proliferation of special-purpose commands in the EGRET LIKE program. I hope this can be done by proper design of the basic facilities.

Main Window







Point Source Window

