

Overall style and structure

class directory

The directory `class/` contains subdirectories:

```
include/ # header files (*.h) containing declarations
source/  # the 10 important modules of CLASS
main/    # main CLASS function: short, just calls 10 modules
test/    # other main functions for testing part of the code
tools/   # auxiliary pieces of codes (numerical methods)
output/  # output files
python/  # python wrapper of CLASS
cpp/     # C++ wrapper of CLASS
build/   # binary files created at compilation
```

plus examples of input files, `README.rst`, `Makefile`, and few other directories containing ancillary data (`bbn/`) or external code (`hyrec/`)



Look at these directories

```
class$ ls
class$ ls source/; ls main/
```

class modules

In CLASS, what is a **module**?

- a file `include/xxx.h` containing some declarations
- a file `source/xxx.c` containing some functions
- each module is associated with a structure `xx`, containing all what other modules need to know, and nothing else
- some fields in this structure are filled in the `input.c` module (input parameters relevant for this module)
- all other fields are filled by a function `xxx_init(...)`
- “executing a module” \equiv calling `xxx_init(...)`



In `include/background.h`: localise struct `background`
In `source/background.c`: localise `background_init()`

class modules

List of structures associated to modules:

module	structure	ab.	*	main content
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lensing.c	lensing	le	ple	lensed C_ℓ 's
output.c	output	op	pop	description of output format

class modules

Each module contains:

- a function `xxx_init(...)` filling the structure `xx`
- a function `xxx_free(...)` freeing all the memory allocated to this structure
- some functions `xxx_external_1(...)`, ..., `xxx_external_n(...)` that can be called from other modules (e.g. to read correctly or interpolate the content of the structure `xx`)
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Following order always respected in `xxx.c`:

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xxx_external_1(...)  
...  
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xxx_init(...)  
xxx_free(...)  
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...  
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Remark: a module in the CLASS code is very similar to a “class” in C++. We enjoy the structure of C++ and the speed of C.

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```



Count number of external and internal functions in `source/background.c`:
Search “`int background_`” starting from top

class main

The main() function of CLASS located in main/class.c could only contains:

```
int main() {
    input_init_..(.., ppr, pba, pth, ppt, ptr, ppm, psp, pnl, ple, pop);
    background_init(ppr, pba);
    thermodynamics_init(ppr, pba, pth);
    perturb_init(ppr, pba, pth, ppt);
    primordial_init(ppr, ppt, ppm);
    nonlinear_init(ppr, pba, pth, ppt, ppm, pnl);
    transfer_init(ppr, pba, pth, ppt, pnl, ptr);
    spectra_init(ppr, pba, ppt, ppm, pnl, ptr, psp);
    lensing_init(ppr, ppt, psp, pnl, ple);
    output_init(pba, pth, ppt, ppm, ptr, psp, pnl, ple, pop)
    /* all calculations done, free the structures */
    lensing_free(ple);
    spectra_free(psp);
    transfer_free(ptr);
    nonlinear_free(pnl);
    primordial_free(ppm);
    perturb_free(ppt);
    thermodynamics_free(pth);
    background_free(pba);
}
```