~~Make all “create” functions return a pointer instead of reference.~~

~~DONE~~

~~Simple picture of structure to start.~~

~~DONE~~

Simple examples applying each “approach”

NEED DETACHED INTERFACE

~~Simple picture of the shocktube data structure~~

~~DONE~~

~~Shocktube approaches. Maybe just have the vista-like approach for now is fine.~~

~~Allocate and Insert Data pointer oprerations?~~

~~Have a “AddDataObject( void\* );~~

~~ADDED SetPointer() function.~~

“InsertObject” is used in the conlayer when data is not

~~Remove GetParameter, SetParameter.~~

~~DONE~~

~~Separate DataDescriptor into shape and type.~~

~~DONE~~

Have shape propagate from group to objects.

Show use case for depth??

~~Get functions should template on pointer types as well.~~

~~DONE~~

Have owning group inherit from Group, and hold data? How to do this? Inheritance?

Check if the DataObject.m\_parent should be equal to the owning group.

Should DataObjects know their path? Parent? If the same data is owned by two different DataGroups then should there be 1 or 2 DataObjects?

DataGroups share DataObject, or DataObjects share data (1-1 relation).

Consistency between DataObjects that point to the same data is a problem.

TASKS 2015-01-06

Make a list of things in the convenience layer.

Parameters

Allocation with shape (basic type arguments)

Object Creation

Serialization aspects?

Make examples for datashape in simple examples

Error checking interface?

Make shocktube probem running.

Flush out shape object.

What is stride, offset

Stress tests?

Merge into dev.

2015-01-30

Should Data containing DataGroup be a separate type?? TRY IT OUT!!!!

DataStore has a collection of groups…separate from the Tree of DataGroups.

Should DataObjects know what groups they are in? Pointers to Groups.

Group::Allocate(Shape)

Have DataGroup NOT derive from DataObject.

What does the Allocator look like???

2015-02-11

need a update list of needs.

Delete , detach, remove, allocate…

Convenience layer needs draft

Need error handling approach

openMP first touch multithreading.