

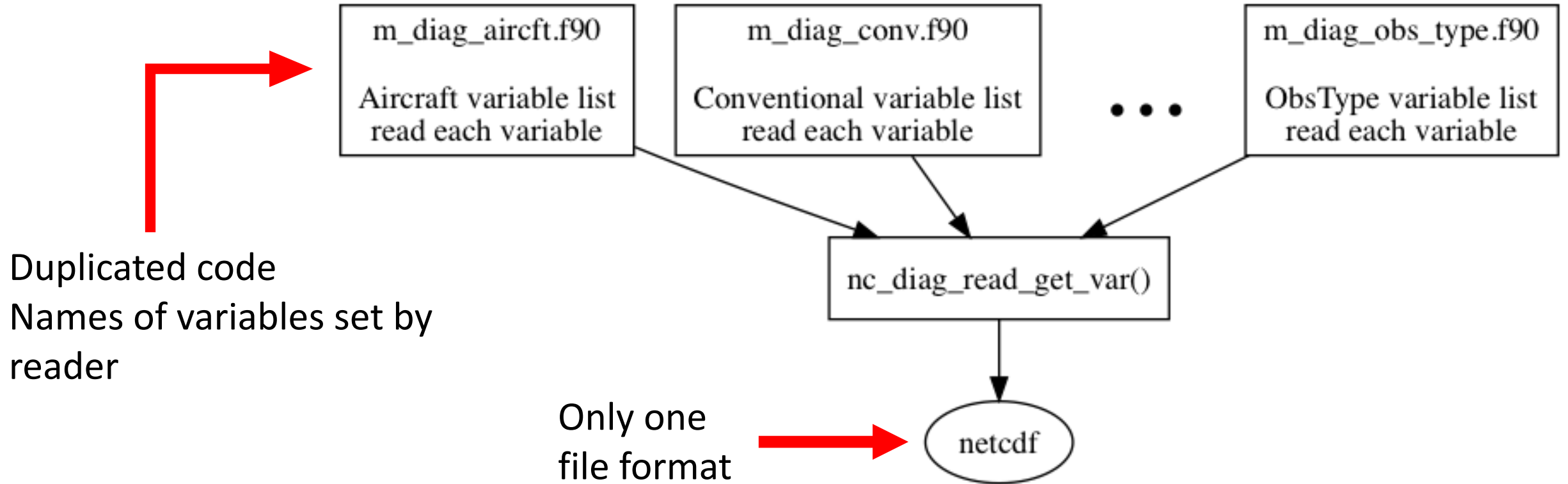
ObsSpace Reorganization

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IODA: File IO, Current State



IODA: File IO: Introduce OO structure

- Motivation for this work
 - Eliminate duplicate code
 - Be able to handle multiple file formats with a uniform interface
- Add OO class structure
 - Client instantiates a file object
 - Constructor
 - Potential arguments
 - File name
 - File open mode (read, write, append)
 - Client calls read method
 - Potential arguments to read method
 - List of variables
 - Memory object to hold variable values

ObsSpace: Work plan

- Two nearly independent efforts
 - Reorganize ObsSpace class hierarchy
 - Introduce OO structure to IODA Reader/Writer
 - Separate class hierarchies between ObsSpace and IODA Reader/Writer
 - However, these two structures are associated so the work has to be done together
- Limit this work to UFO and IODA repositories
 - No modifications to the OOPS ObsSpace classes
- Steps
 - Design new class structures, data, methods
 - Get a reasonable design set first before writing code
 - Implement new class structures
 - Create feature branches for UFO and IODA repositories
 - Two of us work in parallel
 - ObsSpace tasks
 - IODA reader/writer tasks