TTree::MakeCode() does most part of this work automatically;

- In general interpreted code runs slower than the compiled one and this could have an impact on physics analyses. CINT interpreter provides a highly optimized byte code, so in many cases using scripts interpreted by CINT is as almost efficient as using the compiled code. CINT also supports some simple debugging features.

- use of ROOTCINT:
  - parse user class headers and generates dictionaries (C++ files)
  - compile user classes + dictionaries into a shared library
  - load shared library dynamically

    ```
    TSystem->Load(char*)
    ```

  - and get completely interactive access to all your classes;

- ROOT has a GUI based used interface, it also provides a simple in use yet flexible GUI builder. Usefullness of ROOT GUI builder has already been demonstrated in the prototype of ROOT-based event display for CDF.

- another extremely powerful interactive tool is ROOT **Object Browser** , which allows to browse objects in memory at run-time;

- in batch mode user links his executable against ROOT libraries and uses ROOT tools to fill histograms and trees in exactly the same way as HBOOK tools are used to fill histograms and ntuples.

- A migration path from PAW to ROOT is available. HBOOK-to-ROOT converter **h2root** transforms a HBOOK RZ file into