TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	

MakeZombie	GetOption	operator new
DoError	GetObjectInfo	operator new[]
TObject	GetTitle	operator delete
TObject	HandleTimer	operator delete[]
operator=	Hash	SetBit
AppendPad	InheritsFrom	SetBit
Browse	InheritsFrom	ResetBit
ClassName	Inspect	TestBit
Clear	IsFolder	TestBits
Clone	IsEqual	InvertBit
Compare	IsSortable	Info
Copy	IsOnHeap	Warning
Delete	IsZombie	Error
DistancetoPrimitive	Notify	SysError
Draw	Is	Fatal
DrawClass	Paint	AbstractMethod
DrawClone	Pop	MayNotUse
Dump	Print	GetDtorOnly
Execute	Read	SetDtorOnly
Execute	RecursiveRemove	GetObjectStat
ExecuteEvent	SavePrimitive	SetObjectStat
FindObject	SetDrawOption	Class
FindObject	SetUniqueID	Class_Name
GetDrawOption	UseCurrentStyle	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	Streamer
GetIconName	operator new[]	

TStopwatch

kUndefined
kStopped
kRunning
fStartRealTime
fStopRealTime
fStartCpuTime
fStopCpuTime
fTotalCpuTime
fTotalRealTime
fState
fCounter
fgIsA

GetRealTime
GetCPUTime
TStopwatch
Start
Stop
Continue
Counter
RealTime
Reset
ResetCpuTime
ResetRealTime
CpuTime
Print
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual