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[]	

TVector

fNmem	fElements
fNrows	fgIsA
fRowLwb	

Allocate	operator=
Invalidate	operator=
TVector	operator=
TVector	operator-=
TVector	operator+=
TVector	operator*=
TVector	operator*=
TVector	operator==
TVector	operator!=
TVector	operator<
TVector	operator<=
Clear	operator>
Draw	operator>=
ResizeTo	Zero
ResizeTo	Abs
ResizeTo	Sqr
IsValid	Sqrt
operator()	Apply
operator()	Apply
operator[]	Norm1
operator[]	Norm2Sqr
GetLwb	NormInf
GetUpb	Print
GetNrows	Class
GetNoElements	Class_Name
GetElements	IsA
GetElements	ShowMembers
SetElements	Streamer
operator=	
operator=	