

## TIterator

**fgIsA**

**@~TIterator**

operator=

GetCollection

**GetOption**

Next

Reset

**operator()**

Class

Class\_Name

IsA

ShowMembers

## THashTableIter

**fTable**

**fCursor**

**fListCursor**

**fDirection**

**fgIsA**

**@~THashTableIter**

**THashTableIter**

**NextSlot**

**THashTableIter**

**THashTableIter**

operator=

operator=

GetCollection

Next

Reset

Class

Class\_Name

IsA

ShowMembers