

**TObject**

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

**TMLPAnalyzer**

fNetwork  
fAnalysisTree  
fIOTree  
fglsA

@~TMLPAnalyzer  
GetLayers  
GetNeurons  
GetNeuronFormula  
GetInputNeuronTitle  
GetOutputNeuronTitle  
TMLPAnalyzer  
TMLPAnalyzer  
DrawNetwork  
DrawInput  
DrawInputs  
DrawTruthDeviation  
DrawTruthDeviations  
DrawTruthDeviationInOut  
DrawTruthDeviationInsOut  
CheckNetwork  
GatherInformations  
GetIOTree  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual