

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

TVectorT<double>		
kSizeMax	fNrows	fIsOwner
kWorkMax	fRowLwb	
kStatus	fElements	
fgIsA	fDataStack[5]	
Streamer	Use	operator=@<double@>
New_m	Use	operator=
Delete_m	Use	operator+=
Memcpy_m	Use	operator-=
Allocate	Use	operator*=-
TVectorT@<double@>	Use	operator+=
TVectorT@<double@>	GetSub	operator-=
TVectorT@<double@>	GetSub	operator*=-
TVectorT@<double@>	SetSub	operator*=-
TVectorT@<double@>	Zero	operator*=-
TVectorT@<double@>	Abs	operator==
TVectorT@<double@>	Sqr	operator@!=
TVectorT@<double@>	Sqrt	operator@<
TVectorT@<double@>	Invert	operator@<=
TVectorT@<double@>	SelectNonZeros	operator@>
TVectorT@<double@>	Norm1	operator@>=
@~TVectorT@<double@>	Norm2Sqr	MatchesNonZeroPattern
GetLwb	NormInf	SomePositive
GetUpb	NonZeros	AddSomeConstant
GetNrows	Sum	Randomize
GetNoElements	Min	Apply
GetMatrixArray	Max	Apply
GetMatrixArray	operator()	Add
Invalidate	operator()	Add
MakeValid	operator@[@]	Clear
IsValid	operator@[@]	Draw
IsOwner	operator=	Print
SetElements	operator=	Class
Shift	operator=	Class_Name
ResizeTo	operator=	IsA
ResizeTo	operator=	
ResizeTo	operator=	