

**TObject**

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

@~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@[@]	

**TFeldmanCousins**

fCL  
 fUpperLimit  
 fLowerLimit  
 fNobserved  
 fNbackground  
 fMuMin  
 fMuMax  
 fMuStep  
 fNMuStep  
 fNMax  
 fQUICK  
 fgIsA

@~TFeldmanCousins  
 Prob  
 FindLimitsFromTable  
 TFeldmanCousins  
 CalculateUpperLimit  
 CalculateLowerLimit  
 GetUpperLimit  
 GetLowerLimit  
 GetNobserved  
 GetNbackground  
 GetCL  
 GetMuMin  
 GetMuMax  
 GetMuStep  
 GetNMax  
 SetNobserved  
 SetNbackground  
 SetCL  
 SetMuMin  
 SetMuMax  
 SetMuStep  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual