

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@[@]	

RooAbsIntegrator	RooGaussKronrodIntegrator1D
_function	_useIntegrandLimits
_valid	_x
_printEvalCounter	_epsAbs
fgIsA	_epsRel
	_xmin
	_xmax
	fgIsA
@~RooAbsIntegrator	@~RooGaussKronrodIntegrator1D
clone	RooGaussKronrodIntegrator1D
isValid	RooGaussKronrodIntegrator1D
integrand	RooGaussKronrodIntegrator1D
integrand	RooGaussKronrodIntegrator1D
checkLimits	clone
calculate	checkLimits
integral	integral
canIntegrate1D	setLimits
canIntegrate2D	setUseIntegrandLimits
canIntegrateND	canIntegrate1D
canIntegrateOpenEnded	canIntegrate2D
printEvalCounter	canIntegrateND
setPrintEvalCounter	canIntegrateOpenEnded
setLimits	registerIntegrator
setUseIntegrandLimits	initialize
Class	xvec
Class_Name	Class
IsA	Class_Name
ShowMembers	IsA
	ShowMembers
	Streamer