

TCollection	
<b>fgCurrentCollection</b>	fSize
<b>fgGarbageCollection</b>	kInitCapacity
<b>fgEmptyingGarbage</b>	kInitHashTableCapacity
<b>fgGarbageStack</b>	fgIsA
<b>kIsOwner</b>	
<b>fName</b>	
<b>@~TCollection</b>	<b>IsOwner</b>
<b>operator=</b>	<b>IsSortable</b>
<b>Add</b>	<b>Is</b>
<b>AddVector</b>	<b>Makelterator</b>
<b>AddAll</b>	<b>MakeReverselterator</b>
<b>AssertClass</b>	<b>Paint</b>
<b>Browse</b>	<b>Print</b>
<b>Capacity</b>	<b>Print</b>
<b>Clear</b>	<b>RecursiveRemove</b>
<b>Compare</b>	<b>Remove</b>
<b>Contains</b>	<b>RemoveAll</b>
<b>Contains</b>	<b>RemoveAll</b>
<b>Delete</b>	<b>SetCurrentCollection</b>
<b>Draw</b>	<b>SetName</b>
<b>Dump</b>	<b>SetOwner</b>
<b>FindObject</b>	<b>Write</b>
<b>operator()</b>	<b>Write</b>
<b>FindObject</b>	<b>GetCurrentCollection</b>
<b>GetEntries</b>	<b>StartGarbageCollection</b>
<b>GetName</b>	<b>GarbageCollect</b>
<b>GetObjectRef</b>	<b>EmptyGarbageCollection</b>
<b>GetSize</b>	<b>Class</b>
<b>GrowBy</b>	<b>Class_Name</b>
<b>Hash</b>	<b>IsA</b>
<b>IsArgNull</b>	<b>ShowMembers</b>
<b>IsEmpty</b>	
<b>IsFolder</b>	

```
TSeqCollection
fSorted
fgIsA

@~TSeqCollection
Changed
Add
AddFirst
AddLast
AddAt
AddAfter
AddBefore
RemoveFirst
RemoveLast
RemoveAt
RemoveAfter
RemoveBefore
At
Before
After
First
Last
LastIndex
IndexOf
IsSorted
UnSort
ObjCompare
QSort
QSort
Class
Class_Name
IsA
ShowMembers
```

TList	
fFirst	fAscending
fLast	fgIsA
fCache	
@~TList	AddAfter
LinkAt	AddAfter
FindLink	AddBefore
DoSort	AddBefore
LnkCompare	Remove
NewLink	Remove
NewOptLink	At
DeleteLink	After
TList	Before
TList	First
Clear	FirstLink
Delete	GetObjectRef
FindObject	Last
FindObject	LastLink
Makeliterator	Sort
Add	IsAscending
Add	Class
AddFirst	Class_Name
AddFirst	IsA
AddLast	ShowMembers
AddLast	
AddAt	

TQConnection
fSlot
fReceiver
fClassName
fIsA
@~TQConnection
TQConnection
TQConnection
TQConnection
TQConnection
GetName
GetReceiver
GetClassName
Destroyed
ExecuteMethod
Is
Print
Print
Class
Class_Name
IsA
ShowMembers

**TQObject**  
**fListOfSignals**  
**fListOfConnections**  
**fgIsA**