

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

```
TNamed
fName
fTitle
fglsA

@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers
```

**TSplines**

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fDelta  
fXmin  
fXmax  
fNp  
fKstep  
fHistogram  
fGraph  
fNpx  
fglsA

---

**@-TSpline**  
BuildCoeff  
GetKnot  
Draw  
GetNpx  
Paint  
Eval  
SaveAs  
**SetNpx**  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer

```
fPoly  
fglsA  
  
@~TSpline5  
BuildCoeff  
BoundaryConditions  
SetBoundaries  
TSpline5  
TSpline5  
TSpline5  
TSpline5  
TSpline5  
TSpline5  
FindX  
Eval  
Derivative  
GetCoeff  
GetKnot  
SaveAs  
Test  
Class  
Class_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual
```

**TAttLine**  
**fLineColor**  
**fLineStyle**  
**fLineWidth**  
**fIsA**  
  
**@~TAttLine**  
**TAttLine**  
**TAttLine**  
**Copy**  
**DistanceToLine**  
**GetLineColor**  
**GetLineStyle**  
**GetLineWidth**  
**Modify**  
**ResetAttLine**  
**SaveLineAttributes**  
**SetLineAttributes**  
**SetLineColor**  
**SetLineStyle**  
**SetLineWidth**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**

**TAttFill**  
**fFillColor**  
**fFillStyle**  
**fglmA**  
  
**@~TAttFill**  
**TAttFill**  
**TAttFill**  
**Copy**  
**GetFillColor**