

TIterator
fgIsA
@~TIterator operator= GetCollection GetOption Next Reset operator() Class Class_Name IsA ShowMembers

THashTableIter
fTable fCursor fListCursor fDirection fgIsA
@~THashTableIter THashTableIter NextSlot THashTableIter THashTableIter operator= operator= GetCollection Next Reset Class Class_Name IsA ShowMembers