TObject

fUniqueID	kIsOnHeap	kOverwrite
fBits	kNotDeleted	fgIsA
fgDtorOnly	kZombie	
fgDirLevel	kBitMask	
fgObjectStat	kSingleKey	

MakeZombie	GetTitle	operator new
TObject	HandleTimer	operator delete
TObject	Hash	SetBit
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	ResetBit
Browse	Inspect	TestBit
ClassName	IsFolder	InvertBit
Clear	IsEqual	Warning
Clone	IsSortable	Error
Close	IsModified	SysError
Compare	IsOnHeap	Fatal
Copy	IsZombie	AbstractMethod
Delete	Notify	MayNotUse
DistancetoPrimitive	Is	DecreaseDirLevel
Draw	Modified	GetDtorOnly
DrawClass	Paint	SetDtorOnly
DrawClone	Pop	GetDirLevel
Dump	Print	SetDirLevel
Execute	Read	GetObjectStat
Execute	RecursiveRemove	SetObjectStat
ExecuteEvent	SavePrimitive	IncreaseDirLevel
GetDrawOption	SetDrawOption	IndentLevel
GetUniqueID	SetUniqueID	Class
GetName	StreamerInfo	Class_Name
GetIconName	UseCurrentStyle	IsA
GetOption	Write	ShowMembers
GetObjectInfo	operator new	

TCollection

fgCurrentCollection	fSize
fgGarbageCollection	kInitCapacity
fgEmptyingGarbage	kInitHashTableCapacity
fgGarbageStack	fgIsA
fName	
fParent	

operator=	Is
Add	MakeIterator
AddVector	MakeReverseIterator
AddAll	Paint
AssertClass	Print
Browse	RecursiveRemove
Capacity	Remove
Clear	RemoveAll
Contains	RemoveAll
Contains	SetCurrentCollection
Delete	SetName
Draw	SetParent
Dump	Write
FindObject	GetCurrentCollection
operator()	StartGarbageCollection
FindObject	GarbageCollect
GetName	EmptyGarbageCollection
GetParent	Class
GetSize	Class_Name
GrowBy	IsA
IsArgNull	ShowMembers
IsEmpty	
IsFolder	