TObject

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

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

TCollection

fgCurrentCollection
fgGarbageCollection
fgEmptyingGarbage
fgGarbageStack
kIsOwner
fName
fSize
kInitCapacity
kInitHashTableCapacity
fgIsA

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

TMap

fTable
fgIsA

~TMap
TMap
Add
Add
AverageCollisions
Capacity
Clear
Collisions
Collisions
Delete
DeleteKeys
DeleteValues
DeleteAll
FindObject
FindObject
GetObjectRef
GetTable
GetValue
GetValue
MakeIterator
Print
Rehash
Remove
Class
Class_Name
IsA
ShowMembers