## TObject

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

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

## TObjectTable

| |
|---|
| fTable |
| fSize |
| fTally |
| fgIsA |

| |
|---|
| ~TObjectTable |
| HighWaterMark |
| Expand |
| FindElement |
| FixCollisions |
| TObjectTable |
| Add |
| CheckPtrAndWarn |
| Delete |
| GetSize |
| Instances |
| InstanceStatistics |
| Print |
| PtrIsValid |
| Remove |
| RemoveQuietly |
| Statistics |
| Terminate |
| UpdateInstCount |
| AddObj |
| Class |
| Class_Name |
| IsA |
| ShowMembers |
| Streamer |
| StreamerNVirtual |