

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

RooAbsIntegrator
_function
_valid
_printEvalCounter
fgIsA
@~RooAbsIntegrator
clone
isValid
integrand
integrand
checkLimits
calculate
integral
canIntegrate1D
canIntegrate2D
canIntegrateND
canIntegrateOpenEnded
printEvalCounter
setPrintEvalCounter
setLimits
setUseIntegrandLimits
Class
Class_Name
IsA
ShowMembers

RooIntegrator1D	
Trapezoid	_xmax
Midpoint	_range
_useIntegrandLimits	_extrapValue
_rule	_extrapError
_maxSteps	_h
_minStepsZero	_s
_fixSteps	_c
_epsAbs	_d
_epsRel	_savedResult
_doExtrap	_x
_nPoints	fgIsA
_xmin	
@~RooIntegrator1D	canIntegrateND
RooIntegrator1D	canIntegrateOpenEnded
RooIntegrator1D	initialize
RooIntegrator1D	addTrapezoids
RooIntegrator1D	addMidpoints
RooIntegrator1D	extrapolate
clone	xvec
checkLimits	Class
integral	Class_Name
setLimits	IsA
setUseIntegrandLimits	ShowMembers
canIntegrate1D	Streamer
canIntegrate2D	