

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

| TNamed |
|--------------|
| fgIsA |
| fName |
| fTitle |
| Streamer |
| TNamed |
| TNamed |
| TNamed |
| TNamed |
| operator= |
| @~TNamed |
| Clear |
| Clone |
| Compare |
| Copy |
| FillBuffer |
| GetName |
| GetTitle |
| Hash |
| IsSortable |
| SetName |
| SetNameTitle |
| SetTitle |
| Is |
| Print |
| Sizeof |
| Class |
| Class_Name |
| IsA |

| TRandom |
|------------------|
| fgIsA |
| fSeed |
| Streamer |
| TRandom |
| @~TRandom |
| Binomial |
| BreitWigner |
| Circle |
| Exp |
| Gaus |
| GetSeed |
| Integer |
| Landau |
| Poisson |
| PoissonD |
| Rannor |
| Rannor |
| ReadRandom |
| SetSeed |
| Rndm |
| RndmArray |
| RndmArray |
| Sphere |
| Uniform |
| Uniform |
| WriteRandom |
| Class |
| Class_Name |
| IsA |
| ShowMembers |
| StreamerNVirtual |