

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@[[@]	

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

RoolImproperIntegrator1D
Invalid
ClosedBothEnds
OpenBothEnds
OpenBelowSpansZero
OpenBelow
OpenAboveSpansZero
OpenAbove
fgIsA
_case
_xmin
_xmax
_useIntegrandLimits
_origFunc
_function
_config
_integrator1
_integrator2
_integrator3
Streamer
RoolImproperIntegrator1D
RoolImproperIntegrator1D
RoolImproperIntegrator1D
RoolImproperIntegrator1D
clone
@~RoolImproperIntegrator1D
checkLimits
setLimits
setUseIntegrandLimits
integral
canIntegrate1D
canIntegrate2D
canIntegrateND
canIntegrateOpenEnded
registerIntegrator
initialize
limitsCase
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual