

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

RooMCStudy	
fgIsA	_genDataList
_genSample	_fitResList
_genModel	_genParData
_genContext	_fitParData
_genInitParams	_fitOptions
_genParams	_fitOptList
_genProtoData	_extendedGen
_projDeps	_binGenData
_constrPdf	_nExpGen
_constrGenContext	_randProto
_dependents	_canAddFitResults
_allDependents	_verboseGen
_fitModel	_perExptGenParams
_fitInitParams	_silence
_fitParams	_modList
_nllVar	
nngenVar	
Streamer	plotError
RooMCStudy	plotPull
RooMCStudy	plotNLL
@~RooMCStudy	plotError
addModule	plotPull
generateAndFit	makeFrameAndPlotCmd
generate	run
fit	fitSample
fit	doFit
addFitResult	calcPulls
fitParams	refit
fitResult	resetFitParams
genData	RooMCStudy
fitParDataSet	Class
genParDataSet	Class_Name
plotParamOn	IsA
plotParam	ShowMembers
plotParam	
plotNLL	