

**TMVA::SeparationBase**

**fName**

**fPrecisionCut**

**fglsA**

**Streamer**

**SeparationBase**

**SeparationBase**

**@~SeparationBase**

**GetSeparationGain**

**GetSeparationIndex**

**GetName**

**Class**

**Class\_Name**

**IsA**

**ShowMembers**