

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@[@]	

TVectorT<float>		
fNrows	kWorkMax	fgIsA
fRowLwb	fDataStack[5]	
fElements	fIsOwner	
kSizeMax	kStatus	
New_m	Use	operator=
Delete_m	Use	operator+=
Memcpy_m	Use	operator-=
Allocate	Use	operator*=
TVectorT@<float@>	Use	operator+=
TVectorT@<float@>	GetSub	operator-=
TVectorT@<float@>	GetSub	operator*=
TVectorT@<float@>	SetSub	operator*=
TVectorT@<float@>	Zero	operator*=
TVectorT@<float@>	Abs	operator==
TVectorT@<float@>	Sqr	operator@!=
TVectorT@<float@>	Sqrt	operator@<
TVectorT@<float@>	Invert	operator@<=
TVectorT@<float@>	SelectNonZeros	operator@>
@~TVectorT@<float@>	Norm1	operator@>=
GetLwb	Norm2Sqr	MatchesNonZeroPattern
GetUpb	NormInf	SomePositive
GetNrows	NonZeros	AddSomeConstant
GetNoElements	Sum	Randomize
GetMatrixArray	Min	Apply
GetMatrixArray	Max	Apply
Invalidate	operator()	Add
MakeValid	operator()	Add
IsValid	operator@[@]	Clear
IsOwner	operator@[@]	Draw
SetElements	operator=	Print
Shift	operator=	Class
ResizeTo	operator=	Class_Name
ResizeTo	operator=	IsA
ResizeTo	operator=	ShowMembers
Use	operator=	