

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

| TMatrixDBase     |                 |                |
|------------------|-----------------|----------------|
| fNrows           | kWorkMax        | kMult          |
| fNcols           | flsOwner        | kTransposeMult |
| fRowLwb          | kStatus         | kInvMult       |
| fColLwb          | kZero           | kMultTranspose |
| fNelems          | kUnit           | kPlus          |
| fRowIndex        | kTransposed     | kMinus         |
| fTol             | kInverted       | fgIsA          |
| kSizeMax         | kAtA            |                |
| @~TMatrixDBase   | MakeValid       | NonZeros       |
| GetElements      | IsValid         | Sum            |
| DoubleLexSort    | IsOwner         | Min            |
| IndexedLexSort   | IsSymmetric     | Max            |
| Allocate         | GetSub          | Draw           |
| GetRowLwb        | SetSub          | Print          |
| GetRowUpb        | GetMatrix2Array | operator()     |
| GetNrows         | InsertRow       | operator()     |
| GetColLwb        | ExtractRow      | operator==     |
| GetColUpb        | Shift           | operator@!=    |
| GetNcols         | ResizeTo        | operator@<     |
| GetNoElements    | ResizeTo        | operator@<=    |
| GetTol           | Determinant     | operator@>     |
| GetMatrixArray   | Determinant     | operator@>=    |
| GetMatrixArray   | Zero            | Apply          |
| GetRowIndexArray | Abs             | Apply          |
| GetRowIndexArray | Sqr             | Randomize      |
| GetColIndexArray | Sqrt            | Class          |
| GetColIndexArray | UnitMatrix      | Class_Name     |
| SetRowIndexArray | NormByDiag      | IsA            |
| SetColIndexArray | RowNorm         | ShowMembers    |
| SetMatrixArray   | ColNorm         | Streamer       |
| SetTol           | E2Norm          |                |
| Clear            | NormInf         |                |
| Invalidate       | Norm1           |                |