TObject

fUniqueID
fBits
fgDtorOnly
fgDirLevel
fgObjectStat
kIsOnHeap
kNotDeleted
kZombie
kBitMask
kSingleKey
kOverwrite
fgIsA

MakeZombie
TObject
TObject
operator=
AppendPad
Browse
ClassName
Clear
Clone
Close
Compare
Copy
Delete
DistancetoPrimitive
Draw
DrawClass
DrawClone
Dump
Execute
Execute
ExecuteEvent
GetDrawOption
GetUniqueID
GetName
GetIconName
GetOption
GetObjectInfo
GetTitle
HandleTimer
Hash
InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsModified
IsOnHeap
IsZombie
Is3D
Is
Modified
Paint
Pop
Print
Read
RecursiveRemove
SavePrimitive
SetDrawOption
SetUniqueID
Sizeof3D
UseCurrentStyle
Write
operator new
operator new
operator delete
SetBit
SetBit
ResetBit
TestBit
InvertBit
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
DecreaseDirLevel
GetDtorOnly
SetDtorOnly
GetDirLevel
SetDirLevel
GetObjectStat
SetObjectStat
IncreaseDirLevel
IndentLevel
Class
IsA
ShowMembers

TNamed

fName
fTitle
fgIsA

TNamed
TNamed
TNamed
TNamed
operator=
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetObject
SetTitle
Is
Print
Sizeof
Class
IsA
ShowMembers

TFormula

fNdim
fNpar
fNoper
fNconst
fNumber
fNval
fNstring
fExpr
fOper
fConst
fParams
fNames
fgIsA

TFormula
TFormula
TFormula
Analyze
Compile
Copy
DefinedString
DefinedValue
DefinedVariable
Eval
EvalPar
GetNdim
GetNpar
GetNumber
GetParameter
GetParameters
GetParName
Print
SetNumber
SetParameter
SetParameters
SetParameters
SetParName
SetParNames
Update
Class
IsA
ShowMembers