## 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@[@] | |

## TDataSetIter

| | |
|---|---|
| fNext | fRootDataSet |
| fNextSet[100] | fWorkingDataSet |
| fDepth | fNullDataSet |
| fMaxDepth | fgIsA |
| fDataSet | |

| | |
|---|---|
| @~TDataSetIter | Ls |
| NextDataSet | Ls |
| NextDataSet | ls |
| GetNullSet | ls |
| TDataSetIter | ls |
| TDataSetIter | Mkdir |
| Add | Md |
| Add | Path |
| Add | Path |
| Cd | Pwd |
| Cd | Rmdir |
| operator() | Rmdir |
| operator() | Rd |
| operator@[@] | Shunt |
| GetDepth | Shunt |
| Cwd | Shunt |
| Dir | Next |
| Du | Next |
| Df | Notify |
| Find | Notify |
| FindByPath | GetOption |
| FindDataSet | Reset |
| FindByName | operator* |
| FindByTitle | Class |
| FindDataSet | Class_Name |
| FindByPointer | IsA |
| FindObject | ShowMembers |
| FindObject | Streamer |
| Flag | StreamerNVirtual |
| Flag | |
| Flag | |