

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@
operator=	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	Print	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	ShowMembers
GetIconName	operator new@[@]	
GetOption	operator new	

TMatrixTBase<double>	
fNrows	flsOwner
fNcols	kSizeMax
fRowLwb	kWorkMax
fColLwb	kStatus
fNelems	fgIsA
fNrowIndex	
fTol	
@~TMatrixTBase<double>	operator new@[@]
GetElements	Determinant
DoubleLexSort	Zero
IndexedLexSort	Abs
GetRowLwb	Sqr
GetRowUpb	Sqrt
GetNrows	UnitMatrix
GetColLwb	NormByDiag
GetColUpb	RowNorm
GetNcols	ColNorm
GetNoElements	E2Norm
GetTol	NormInf
GetMatrixArray	Norm1
GetMatrixArray	NonZeros
GetRowIndexArray	Sum
GetRowIndexArray	Min
GetColIndexArray	Max
GetColIndexArray	Draw
SetRowIndexArray	Print
SetColIndexArray	operator()
SetMatrixArray	operator()
SetTol	operator==
Clear	operator@!=
Invalidate	operator@<
MakeValid	operator@<=
IsValid	operator@>
IsOwner	operator@>=
IsSymmetric	Apply
GetSub	Apply
SetSub	Randomize
GetMatrix2Array	Class
InsertRow	Class_Name
ExtractRow	IsA
Shift	ShowMembers
ResizeTo	Streamer
ResizeTo	

AliMatrixSq
fSymmetric
fgIsA
@~AliMatrixSq
operator=
GetSize
GetDensity
Clear
Query
operator()
operator()
QueryDiag
DiagElem
DiagElem
AddToRow
Print
Reset
PrintCOO
MultiplyByVec
MultiplyByVec
IsSymmetric
SetSymmetric
GetMatrixArray
GetMatrixArray
GetRowIndexArray
GetRowIndexArray
GetColIndexArray
GetColIndexArray
SetRowIndexArray
SetColIndexArray
GetSub
SetSub
ResizeTo
ResizeTo
Allocate
IsZero
Swap
Class
Class_Name
IsA
ShowMembers

AliSymMatrix	
fElems	fgCopyCnt
fElemsAdd	fgIsA
fgBuffer	
@~AliSymMatrix	GetRowIndexArray
AliSymMatrix	GetRowIndexArray
AliSymMatrix	GetColIndexArray
AliSymMatrix	GetColIndexArray
Clear	SetRowIndexArray
Reset	SetColIndexArray
GetSize	GetSub
GetSizeUsed	SetSub
GetSizeBooked	ResizeTo
GetSizeAdded	ResizeTo
GetDensity	DecomposeChol
operator=	InvertChol
operator+=	InvertChol
operator()	SolveChol
operator()	SolveChol
DiagElem	SolveChol
DiagElem	SolveChol
GetRow	SolveSpmlnv
Print	GetIndex
AddRows	GetEI
SetSizeUsed	SetEI
Scale	Class
MultiplyByVec	Class_Name
MultiplyByVec	IsA
AddToRow	ShowMembers
GetMatrixArray	
GetMatrixArray	