```
flatbuffers::vector
           _downward
    + vector_downward()
+ vector_downward()
    + operator=()
     + ~vector_downward()
     + reset()
     + clear()
    + clear_scratch()
+ clear_allocator()
+ clear_buffer()
     + release_raw()
    and 50 more...
                  #buf
 flatbuffers::FlatBufferBuilder

    + kFileIdentifierLength

  # num_field_loc
  # max voffset
  # nested
  # finished
  # minalign
  # force_defaults
  # dedup_vtables_
  # string_pool
  + FlatBufferBuilder()
  + FlatBufferBuilder()
  + operator=()
  + Swap()
  + ~FlatBufferBuilder()
  + Reset()
  + Clear()
  + GetSize()
  + GetBufferPointer()
  + GetCurrentBufferPointer()
  and 96 more...
  # FlatBufferBuilder()
  # operator=()
  # Finish()
  # FlatBufferBuilder()
  # operator=()
  # Finish()
                  +fbb
tflite::BatchMatMulOptions
              Builder
+ start
+ add_adj_x()
+ add_adj_y()
 + add_asymmetric_quantize
inputs()
+ add

    + BatchMatMulOptionsBuilder()

+ operator=()
+ Finish()
+ add_adj_x()
+ add_adj_y()
+ add_asymm
 + add_asymmetric_quantize
inputs()
+ BatchMatMulOptionsBuilder()
+ operator=()
+ Finish()
```