```
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
 + kFileIdentifierLenath
 # 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::WhileOptionsBuilder
+ start
+ add_cond_subgraph_index()
+ add_body_subgraph_index()
+ WhileOptionsBuilder()
+ operator=()
+ Finish()
+ add_cond_subgraph_index()
+ add_body_subgraph_index()
+ WhileOptionsBuilder()
+ operator=()
+ Finish()
```