```
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::ScatterNdOptions
           Builder
+ start
+ ScatterNdOptionsBuilder()
+ operator=()
+ Finish()
+ ScatterNdOptionsBuilder()
+ operator=()
+ Finish()
```