```
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::SparseToDenseOptions
              Builder
+ start
+ add_validate_indices()
+ SparseToDenseOptionsBuilder()
+ operator=()
+ Finish()
+ add_validate_indices()
+ SparseToDenseOptionsBuilder()
+ operator=()
+ Finish()
```