```
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::OperatorBuilder
+ start
+ add_opcode_index()
+ add_inputs()
+ add_outputs()
+ add_builtin_options_ty
+ add_builtin_options()
+ add_custom_options()
+ add_custom_options
                           type()
format()
+ add mutating variable
inputs()
+ add intermediates()
+ OperatorBuilder()
and 14 more...
```