```
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::FloorDivOptionsBuilder
+ start
+ FloorDivOptionsBuilder()
+ operator=()
+ Finish()
+ FloorDivOptionsBuilder()
+ operator=()
+ Finish()
```