```
flatbuffers::vector
          downward
   + vector downward()
   + vector downward()
   + operator=()
   + ~vector downward()
   + reset()
   + clear()
   + clear_scratch()
+ clear_allocator
+ clear_buffer()
            allocator()
   + 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::DequantizeOptions
            Builder
+ start
+ DequantizeOptionsBuilder()
+ operator=()
+ Finish()
+ DequantizeOptionsBuilder()
+ operator=()
+ Finish()
```