```
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::ResizeNearestNeighbor
          OptionsBuilder
+ start
+ add_align_corners()
+ add_half_pixel_centers()

    ResizeNearestNeighborOptions

Builder()
+ operator=()
+ Finish()
+ add_align_corners()
+ add half_pixel_centers()
+ ResizeNearestNeighborOptions
Builder()
+ operator=()
+ Finish()
```