```
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::SelectV2OptionsBuilder
+ start
+ SelectV2OptionsBuilder()
+ operator=()
+ Finish()
+ SelectV2OptionsBuilder()
+ operator=()
+ Finish()
```