```
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::SpaceToBatchNDOptions
               Builder
+ start
+ SpaceToBatchNDOptionsBuilder()
+ operator=()
+ Finish()
+ SpaceToBatchNDOptionsBuilder()
+ operator=()
+ Finish()
```