```
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::CustomQuantization
             Builder
+ start
+ add custom()
+ CustomQuantizationBuilder()
+ operator=()
+ Finish()
+ add_custom()
+ CustomQuantizationBuilder()
+ operator=()
+ Finish()
```