```
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::OperatorCodeBuilder
+ start
+ add_deprecated_builtin code()
+ add_custom_code()
+ add version()
+ add_builtin_code()
+ OperatorCodeBuilder()
+ operator=()
+ Finish()
+ add_deprecated_builtin_code()
+ add_custom_code()
+ add_version()
+ add_builtin_code()
+ OperatorCodeBuilder()
+ operator=()
+ Finish()
```