```
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::MaximumMinimumOptions
                Builder
+ start
+ MaximumMinimumOptionsBuilder()
+ operator=()
+ Finish()
+ MaximumMinimumOptionsBuilder()
+ operator=()
+ Finish()
```