```
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::RNNOptionsBuilder
+ start
+ add fused activation
function()
+ add_asymmetric_quantize
inputs()
+ RNNOptionsBuilder()
+ operator=()
+ Finish()
+ add
       _fused_activation
function()
_
+ add_asymmetric_quantize
inputs()
+ RNNOptionsBuilder()
+ operator=()
+ Finish()
```