```
flexbuffers::Object
# data
# byte width
+ Object()
+ Object()
 flexbuffers::Sized
 # size
 + Sized()
 + Sized()
 + size()
 + read size()
 + Sized()
 + Sized()
 + size()
 + read size()
 flexbuffers::Blob
+ Blob()
+ IsTheEmptyBlob()
+ data()
+ Blob()
+ IsTheEmptyBlob()
+ data()
+ EmptyBlob()
+ EmptyBlob()
```