```
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::FullyConnectedOptions
                Builder
+ start
+ add fused_activation
 function()
+ add_weights_format()
+ add_keep_num_dims()
+ add_asymmetric_quantize
 inputs()
+ FullyConnectedOptionsBuilder()
+ operator=()
+ Finish()
+ add_fused_activation
function()
+ add_weights_format()
+ add_keep_num_dims()
+ add_asymmetric_quantize
 inputs()
+ FullyConnectedOptionsBuilder()
+ operator=()
+ Finish()
```