```
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::SegmentSumOptions
             Builder
+ start
+ SegmentSumOptionsBuilder()
+ operator=()
+ Finish()
+ SegmentSumOptionsBuilder()
+ operator=()
+ Finish()
```