```
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::FloorModOptionsBuilder

+ start_

+ FloorModOptionsBuilder()
+ operator=()
+ Finish()
+ FloorModOptionsBuilder()
+ operator=()
+ Finish()
```