```
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::ReducerOptionsBuilder
+ start
+ add keep dims()
+ ReducerOptionsBuilder()
+ operator=()
+ Finish()
+ add keep dims()
+ ReducerOptionsBuilder()
+ operator=()
+ Finish()
```