```
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::MatrixDiagOptions
            Builder
+ start
+ MatrixDiagOptionsBuilder()
+ operator=()
+ Finish()
+ MatrixDiagOptionsBuilder()
+ operator=()
+ Finish()
```