```
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::LSHProjectionOptions
              Builder
+ start
+ add_type()
+ LSHProjectionOptionsBuilder()
+ operator=()
+ Finish()
+ add_type()
+ LSHProjectionOptionsBuilder()
+ operator=()
+ Finish()
```