```
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::CastOptionsBuilder
  + start
  + add_in_data_type()
+ add_out_data_type
  + add_out_data_type()
+ CastOptionsBuilder()
  + operator=()
  + Finish()
  + add_in_data_type()
+ add_out_data_type()
+ CastOptionsBuilder()
  + operator=()
  + Finish()
```