```
flexbuffers::Object
 # data
 # byte width
 + Object()
 + Object()
  flexbuffers::Sized
  # size
  + Sized()
  + Sized()
  + size()
  + read size()
  + Sized()
  + Sized()
  + size()
  + read size()
 flexbuffers::Vector
+ Vector()
+ operator[]()
+ IsTheEmptyVector()
+ Vector()
+ operator[]()
+ IsTheEmptyVector()
+ EmptyVector()
+ EmptyVector()
```