```
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::Pool2DOptionsBuilder
+ start
+ add_padding()
+ add_stride_w()
+ add_stride_h()
+ add_filter_width()
+ add_filter_height()
+ add_fused_activation
 function()
+ Pool2DOptionsBuilder()
+ operator=()
+ Finish()
+ add_padding()
and 8 more...
```