```
flexbuffers::Object
   # data
   # byte width
   + Object()
   + Object()
   flexbuffers::Sized
   # size
   + Sized()
   + Sized()
   + size()
   + read size()
   + Sized()
   + Sized()
   + size()
   + read size()
flexbuffers::TypedVector
+ Reference
+ TypedVector()
+ operator[]()
+ IsTheEmptyVector()
+ ElementType()
+ TypedVector()
```

+ operator()()

+ IsTheEmptyVector() + ElementType()

+ EmptyTypedVector() + EmptyTypedVector()