```
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
   ::StringOffsetCompare
```

+ StringOffsetCompare() + operator()() + StringOffsetCompare() + operator()()