```
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::TransposeConvOptions
               Builder
+ start
+ add_padding()
+ add_stride_w()
+ add_stride_h()
+ TransposeConvOptionsBuilder()
+ operator=()
+ Finish()
+ add_padding()
+ add_stride_w()
+ add_stride_h()
+ TransposeConvOptionsBuilder()
+ operator=()
+ Finish()
```