```
flexbuffers::Object
 # data
 # byte width
 + Object()
 + Object()
          Λ
  flexbuffers::Sized
  # size
  + Sized()
  + Sized()
  + size()
  + read size()
  + Sized()
  + Sized()
  + size()
  + read size()
          Λ
 flexbuffers::Vector
+ Vector()
+ operator[]()
+ IsTheEmptyVector()
+ Vector()
+ operator[]()
+ IsTheEmptyVector()
+ EmptyVector()
+ EmptyVector()
  flexbuffers::Map
 + Map()
 + operator[]()
 + operator[]()
 + Values()
 + Keys()
 + IsTheEmptyMap()
 + Map()
 + operator[]()
 + operator[]()
 + Values()
 + Keys()
 + IsTheEmptyMap()
 + EmptyMap()
 + EmptyMap()
```