```
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::GatherNdOptionsBuilder
+ start
+ GatherNdOptionsBuilder()
+ operator=()
+ Finish()
+ GatherNdOptionsBuilder()
+ operator=()
+ Finish()
```