```
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::Uint16VectorBuilder
 + start
 + add values()
 + Uint16VectorBuilder()
 + operator=()
 + Finish()
 + add values()
 + Uint16VectorBuilder()
 + operator=()
 + Finish()
```