```
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::DepthwiseConv2DOptions
                  Builder
+ start
+ add_padding()
+ add_stride_w()
+ add_stride_h()
+ add_depth_multiplier()
+ add_fused_activation
 function()
+ add_dilation_w_factor()
+ add_dilation_h_factor()
+ DepthwiseConv2DOptionsBuilder()
+ operator=()
+ Finish()
and 10 more...
```