```
flexbuffers::Object
       # data
       # byte width
       + Object()
       + Object()
 flexbuffers::FixedTypedVector
+ FixedTypedVector()
+ operator[]()
+ IsTheEmptyFixedTypedVector()
+ ElementType()
+ size()
+ FixedTypedVector()
+ operator[]()
+ IsTheEmptyFixedTypedVector()
+ ElementType()
+ size()
+ EmptyFixedTypedVector()
+ EmptyFixedTypedVector()
```