```
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::ReverseSequenceOptions
               Builder
+ start
+ add_seq_dim()
+ add_batch_dim()
+ ReverseSequenceOptionsBuilder()
+ operator=()
+ Finish()
+ add_seq_dim()
+ add_batch_dim()
+ ReverseSequenceOptionsBuilder()
+ operator=()
+ Finish()
```