

ByteBufferVector

```
classDiagram
    class ByteBufferVector {
    }
    class ByteBuffer {
        + Align()
        + Allocate()
        + AppendVector()
        + Get()
        + Get()
    }
    ByteBufferVector <|-- ByteBuffer
```

The diagram illustrates a class hierarchy. At the top is the 'ByteBufferVector' class, represented by a white box with a grey border and two empty internal compartments. Below it is the 'ByteBuffer' class, represented by a grey box with a grey border. A blue arrow with a hollow triangular head points from the 'ByteBuffer' class up to the 'ByteBufferVector' class, indicating that 'ByteBuffer' inherits from 'ByteBufferVector'. The 'ByteBuffer' class contains a list of five methods, each preceded by a plus sign: 'Align()', 'Allocate()', 'AppendVector()', 'Get()', and 'Get()'.

ByteBuffer

- + Align()
- + Allocate()
- + AppendVector()
- + Get()
- + Get()