```
tvm::runtime::ObjectPtr
< tvm::runtime::Object >
+ ObjectPtr()
+ ObjectPtr()
+ ObjectPtr()
+ ObjectPtr()
+ ObjectPtr()
+ ObjectPtr()
+ ~ObjectPtr()
+ swap()
+ get()
+ operator->() and 10 more...
             #data_
tvm::runtime::ObjectRef
+ ObjectRef()
 + ObjectRef()
 + same_as()
 + operator==()
+ operator!=()
+ operator<()
+ defined()
+ get()
+ operator->()
+ unique()
+ as()
# get mutable()
# DowncastNoCheck()
# FFIClearAfterMove()
# GetDataPtr()
 tvm::runtime::NDArray
 + NDArray()
 + NDArray()
 + reset()
 + use_count()
 + operator->()
 + IsContiguous()
 + CopyFrom()
    CopyFrom()
 + CopyFromBytes()
 + CopyTo()
and 8 more...
 + Empty()
 + FromDLPack()
 + CopyFromTo()
 # get_mutable()
 # FFIDataFromHandle()
 # FFIDecRef()
 # FFIGetHandle()
```