```
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::ADT
+ ADT()
+ ADT()
+ ADT()
+ operator[]()
+ tag()
+ size()
+ TVM DEFINE OBJECT_REF
METHODS()
+ Tuple()
```