```
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()
```