

ObjectRef

```
classDiagram
    class ObjectRef {
    }
    class tvmlEnvFunc["tvm::EnvFunc"] {
        + EnvFunc()
        + EnvFunc()
        + operator->()
        + operator>()
        + Get()
    }
    tvmlEnvFunc --|> ObjectRef
```

The diagram illustrates a class hierarchy. At the top is the 'ObjectRef' class, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'ObjectRef', while the two lower compartments are empty. Below 'ObjectRef' is the 'tvm::EnvFunc' class, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'tvm::EnvFunc'. The middle compartment is empty. The bottom compartment contains a list of five methods, each preceded by a plus sign: '+ EnvFunc()', '+ EnvFunc()', '+ operator->()', '+ operator>()', and '+ Get()'. A blue arrow with an open triangular head points from the top of the 'tvm::EnvFunc' class to the bottom of the 'ObjectRef' class, indicating that 'tvm::EnvFunc' inherits from 'ObjectRef'.

tvm::EnvFunc

- + EnvFunc()
- + EnvFunc()
- + operator->()
- + operator>()
- + Get()