

ObjectRef

```
classDiagram
    class ObjectRef {
    }
    class tvm_tir_Buffer["tvm::tir::Buffer"] {
        + Buffer()
        + Buffer()
        + MakeStrideView()
        + MakeSlice()
        + access_ptr()
        + vload()
        + vstore()
        + operator->()
    }
    tvm_tir_Buffer --|> ObjectRef
```

The diagram shows a class hierarchy. At the top is a class named 'ObjectRef' with three empty compartments. Below it is a class named 'tvm::tir::Buffer' with a grey header, a grey separator, and a grey body containing a list of methods. A blue arrow with an open triangle head points from the 'tvm::tir::Buffer' class to the 'ObjectRef' class, indicating inheritance.

tvm::tir::Buffer

- + Buffer()
- + Buffer()
- + MakeStrideView()
- + MakeSlice()
- + access\_ptr()
- + vload()
- + vstore()
- + operator->()