```
TVMValue

+ v_int64
+ v_float64
+ v_handle
+ v_str
+ v_type
+ v_ctx

#value_

tvm::runtime::TVMPODValue_

# type_code_
```

```
+ operator double()
+ operator int64_t()
+ operator uint64_t()
+ operator int()
+ operator bool()
+ operator void *()
+ operator DLTensor *()
+ operator NDArray()
+ operator Module()
+ operator TVMContext()
and 6 more...
# TVMPODValue ()
```

# TVMPODValue ()