```
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::vm::Closure
+ TVM DEFINE OBJECT REF
METHODS()
```