```
tvm::runtime::ObjectRef
# data
+ ObjectRef()
+ ObjectRef()
+ same as()
+ operator==()
+ operator!=()
+ operator<()
+ defined()
+ get()
+ operator->()
+ unique()
+ as()
# get mutable()
# DowncastNoCheck()
# FFIClearAfterMove()
# GetDataPtr()
tvm::runtime::NDArray
+ NDArray()
+ NDArray()
+ reset()
+ use count()
+ operator->()
+ IsContiguous()
+ CopyFrom()
+ CopyFrom()
+ CopyFromBytes()
+ CopyTo()
and 8 more...
+ Empty()
+ FromDLPack()
+ CopyFromTo()
# get mutable()
# FFIDataFromHandle()
# FFIDecRef()
# FFIGetHandle()
```