```
leveldb ·· Fnv
+ Env()
+ Env()
+ operator=()
+ ~Env()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ FileExists()
+ GetChildren()
and 13 more...
+ Default()
   leveldb::EnvWrapper
```

+ EnvWrapper() + ~EnvWrapper()

+ NewSequentialFile() + NewRandomAccessFile() + NewWritableFile() + NewAppendableFile()

+ target()

+ FileExists() + GetChildren() + DeleteFile() and 12 more