

leveldb_iter_seek

leveldb::DBTest::AllEntriesFor

leveldb::Iterator::Seek

```
graph LR; A[leveldb_iter_seek] --> C[leveldb::Iterator::Seek]; B[leveldb::DBTest::AllEntriesFor] --> C;
```

The diagram illustrates two pointers or references. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'leveldb_iter_seek' and the bottom box contains 'leveldb::DBTest::AllEntriesFor'. On the right, there is a gray rectangular box with a black border containing the text 'leveldb::Iterator::Seek'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both 'leveldb_iter_seek' and 'leveldb::DBTest::AllEntriesFor' point to the 'leveldb::Iterator::Seek' object.