```
leveldb::DB
+ DB()
+ DB()
+ operator=()
+ ~DB()
+ Put()
+ Delete()
+ Write()
+ Get()
+ NewIterator()
+ GetSnapshot()
+ ReleaseSnapshot()
+ GetProperty()
+ GetApproximateSizes()
+ CompactRange()
+ Open()
    leveldb::DBImpl
  + DBImpl()
  + ~DBImpl()
  + Put()
  + Delete()
  + Write()
  + Get()
  + NewIterator()
  + GetSnapshot()
  + ReleaseSnapshot()
  + GetProperty()
  and 7 more...
```