leveldb::Iterator + Iterator() + Iterator() + operator=() + ~Iterator() + Valid() + SeekToFirst() + SeekToLast() + Seek() + Next() + Prev() + key() + value() + status() + RegisterCleanup()

leveldb::MemTableIterator

- + MemTableIterator()
- + Valid()
- + Seek()
- + SeekŤoFirst()
- + SeekToLast()
- + Next()
- + Prev()
- + key()
- + value()
- + status()

leveldb::Version::LevelFile NumIterator

- + LevelFileNumIterator()
- + Valid()
- + Seek()
- + SeekToFirst()
- + SeekToLast()
- + Next()
- + Prev()
- + key()
- + value()
- + status()