```
leveldb::Env
   + Env()
   + Env()
   + operator=()
   + ~Env()
   + NewSequentialFile()
   + NewRandomAccessFile()
   + NewWritableFile()
   + NewAppendableFile()
   + FileExists()
   + GetChildren()
   and 13 more...
   + Default()
      leveldb::EnvWrapper
   + EnvWrapper()
   + ~EnvWrapper()
   + target()
   + NewSequentialFile()
   + NewRandomAccessFile()
   + NewWritableFile()
   + NewAppendableFile()
   + FileExists()
   + GetChildren()
   + DeleteFile()
   and 12 more...
  leveldb::FaultInjectionTestEnv
+ FaultInjectionTestEnv()
+ ~FaultInjectionTestEnv()
+ NewWritableFile()
+ NewAppendableFile()
+ DeleteFile()
+ RenameFile()
+ WritableFileClosed()
+ DropUnsyncedFileData()

    DeleteFilesCreatedAfterLast

DirSync()
+ DirWasSynced()
+ IsFileCreatedSinceLastDirSync()
+ ResetState()
+ UntrackFile()
+ IsFilesystemActive()
+ SetFilesystemActive()
```