```
leveldb::Comparator
+ operator()()
+ ~Comparator()
+ Compare()
+ Name()
+ FindShortestSeparator()
+ FindShortSuccessor()
  leveldb comparator t
+ state
+ destructor
+ compare
+ name
+ ~leveldb_comparator_t()
+ Compare()
+ Name()
+ FindShortestSeparator()
+ FindShortSuccessor()
```