```
leveldb::RandomAccessFile
+ RandomAccessFile()
+ ~RandomAccessFile()
+ Read()
+ SetForCompaction()
+ ObjectSize()
leveldb::anonymous
_namespace{env_posix.cc}
 ::PosixRandomAccessFile

    filename

- fd
- is compaction
- file size
+ PosixRandomAccessFile()
+ ~PosixRandomAccessFile()
+ Read()
+ SetForCompaction()
+ ObjectSize()
```