```
leveldb::port::AtomicPointer
- rep

    rep_

+ AtomicPointer()
+ AtomicPointer()
+ Acquire Load()
+ Release Store()
+ NoBarrier Load()
+ NoBarrier Store()
+ AtomicPointer()
+ AtomicPointer()
+ Acquire Load()
+ Release_Store()
+ NoBarrier_Load()
+ NoBarrier Store()
- MemoryBarrier()
               +generation
  leveldb::ConcurrentTest
           ::State
  + Set()
  + Get()
  + State()
```