```
leveldb::port::RWMutex
- mu
+ RWMutex()
+ ~RWMutex()
+ ReadLock()
+ WriteLock()
+ Unlock()
+ AssertHeld()
RWMutex()
operator=()
            -mu
  leveldb::WriteLock
  + WriteLock()
  + ~WriteLock()
  - WriteLock()
  operator=()
```