```
leveldb::QueueThread
+ m ThreadGood
    Threadld
+ m
+ m QueueName
+ m Semaphore
+ m SemaphorePtr
+ QueueThread()
+ ~QueueThread()
+ QueueThreadRoutine()
QueueThread()

    QueueThread()

operator=()
+m QueueThread
                  +m Pool
leveldb::HotThreadPool
+ m PoolName
+ m Shutdown
+ m
     Threads
     WorkQueue
+ m
+ m QueueLock
+ m WorkQueueAtomic
+ m DirectCounter
+ m QueuedCounter
     DequeuedCounter
+ m
+ m WeightedCounter
+ HotThreadPool()
+ ~HotThreadPool()
+ FindWaitingThread()
+ Submit()
+ work queue size()
+ shutdown pending()
+ perf()
+ IncWorkDirect()
+ IncWorkQueued()
+ IncWorkDequeued()
+ IncWorkWeighted()
+ ThreadStart()

    HotThreadPool()

operator=()
```