```
leveldb::FilterPolicy
  # m Next
  + FilterPolicy()
  + ~FilterPolicy()
  + GetNext()
  + SetNext()
  + Name()
  + CreateFilter()
  + KeyMayMatch()
  leveldb filterpolicy t
+ state
+ destructor
+ name
+ create
+ key match
+ ~leveldb filterpolicy t()
+ Name()
+ CreateFilter()
+ KeyMayMatch()
```