leveldb::Constructor

- data_

+ Constructor()
+ ~Constructor()
+ Add()
+ Finish()
+ FinishImpl()
+ NewIterator()
+ data()
+ db()

leveldb::Block

- data_
- size_
- restart_offset_
- owned_

+ Block()
+ ~Block()
+ size()
+ NewIterator()
+ NumRestarts()
- Block()
- operator=()

leveldb::Comparator

+ operator()()
+ ~Comparator()
+ Compare()
+ Name()
+ FindShortestSeparator()
+ FindShortSuccessor()

-block_

-comparator_

leveldb::BlockConstructor

- data_

+ BlockConstructor()
+ ~BlockConstructor()
+ FinishImpl()
+ NewIterator()
- BlockConstructor()