

## leveldb::Cache

- rep\_

- + Cache()
- + ~Cache()
- + Insert()
- + Lookup()
- + Release()
- + Value()
- + Erase()
- + NewId()
- + EntryOverheadSize()
- + Addref()
- LRU\_Remove()
- LRU\_Append()
- Unref()
- Cache()
- operator=()