```
leveldb::DB
+ DB()
+ ~DB()
+ Put()
+ Delete()
+ Write()
+ Get()
+ Get()
+ NewIterator()
+ GetSnapshot()
+ ReleaseSnapshot()
+ GetProperty()
+ GetApproximateSizes()
+ CompactRange()
+ VerifvLevels()
+ Open()
- DB()
operator=()
   leveldb::ModelDB
  - options
  - map
  + ModelDB()
  + ~ModelDB()
  + Put()
  + Delete()
  + Get()
  + Get()
  + NewIterator()
  + GetSnapshot()
  + ReleaseSnapshot()
  + Write()
  and 16 more...
```