leveldb::Env

+ Env()
+ ~Env()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ NewWriteOnlyFile()
+ FileExists()
+ GetChildren()
+ DeleteFile()
and 15 more...
+ Default()
+ Shutdown()
- Env()
- operator=()

leveldb::EnvWrapper

- target_

+ EnvWrapper()
+ ~EnvWrapper()
+ target()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ NewWriteOnlyFile()
+ FileExists()
+ GetChildren()
and 13 more...

leveldb::SpecialEnv

+ delay_sstable_sync_
+ no_space_
+ non_writable_
+ count_random_reads_
+ random_read_counter_
+ sleep_counter_

+ SpecialEnv()
+ NewWritableFile()
+ NewRandomAccessFile()
+ SleepForMicroseconds()
+ SpecialEnv()
+ NewWritableFile()
+ NewRandomAccessFile()
+ SleepForMicroseconds()