```
leveldb::port::Mutex

- mu_

+ Mutex()
+ ~Mutex()
+ Lock()
+ Unlock()
+ AssertHeld()
+ Mutex()
+ ~Mutex()
+ Lock()
+ Unlock()
+ AssertHeld()
+ Mutex()
+ ~Mutex()
+ Lock()
+ Unlock()
+ AssertHeld()
- Mutex()
- operator=()
- Mutex()
- operator=()
```

-sp_

```
leveldb::SpinLock

+ SpinLock()
+ ~SpinLock()
- SpinLock()
- operator=()
```