```
leveldb::Cache
rep_
+ Cache()
+ ~Cache()
+ Insert()
+ Lookup()
+ Release()
+ Value()
+ Erase()
+ NewId()
+ EntryOverheadSize()
+ Addref()
- LRU Remove()
- LRU_Append()
- Unref()
- Cache()
- operator=()
            +rep
   leveldb cache t
```