```
leveldb::Env
+ Env()
+ ~Env()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ NewWriteOnlyFile()
+ FileExists()
+ GetChildren()
+ DeleteFile()
and 15 more ...
+ Default()
+ Shutdown()

    Env()

- operator=()
              -target_
   leveldb::EnvWrapper
+ EnvWrapper()
+ ~EnvWrapper()
+ target()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ NewWriteOnlyFile()
+ FileExists()
+ GetChildren()
```

and 13 more...