```
leveldb::Constructor

    data

  + Constructor()
  + ~Constructor()
  + Add()
  + Finish()
  + FinishImpl()
  + NewIterator()
  + data()
  + db()
leveldb::TableConstructor
- source
```

- table

+ TableConstructor() + ~TableConstructor()

TableConstructor()

+ ApproximateOffsetOf()

+ FinishImpl() + NewIterator()

- Reset()