```
leveldb::lterator
    - cleanup
    + Iterator()
    + ~lterator()
    + Valid()
    + SeekToFirst()
    + SeekToLast()
    + Seek()
    + Next()
    + Prev()
    + kev()
    + value()
    + status()
    + RegisterCleanup()
    Iterator()
    operator=()
leveldb::ModelDB::ModelIter
- map
- owned
- iter
+ ModelIter()
+ ~ModelIter()
+ Valid()
+ SeekToFirst()
+ SeekToLast()
+ Seek()
+ Next()
+ Prev()
+ key()
+ value()
and 12 more...
```