```
leveldb::lterator
 - cleanup
 + Iterator()
 + ~lterator()
 + Valid()
 + SeekToFirst()
 + SeekToLast()
 + Seek()
 + Next()
 + Prev()
 + key()
 + value()
 + status()
 + RegisterCleanup()
 Iterator()
 operator=()
  leveldb::Block::Iter

    comparator

- data

    restarts

num restarts

    current

    restart index

- key

    value

    status

+ Iter()
+ Valid()
+ status()
+ key()
+ value()
+ Next()
+ Prev()
+ Seek()
+ SeekToFirst()
+ SeekToLast()
Compare()

    NextEntryOffset()

    GetRestartPoint()

SeekToRestartPoint()
CorruptionError()

    ParseNextKev()
```