```
leveldb::port::Mutex
 - mu
 + Mutex()
 + ~Mutex()
 + Lock()
 + Unlock()
 + AssertHeld()
 + Mutex()
 + ~Mutex()
 + Lock()
 + Unlock()
 + AssertHeld()
 + Mutex()
 + ~Mutex()
 + Lock()
 + Unlock()
 + AssertHeld()
 Mutex()
 operator=()
 Mutex()
 operator=()
            -mu
leveldb::port::CondVar
- CV
+ CondVar()
+ ~CondVar()
+ Wait()
+ Signal()
+ SignalAll()
+ CondVar()
+ ~CondVar()
+ Wait()
+ Signal()
+ SignallAll()
+ CondVar()
+ ~CondVar()
+ Wait()
+ Signäl()
+ SignalAll()
```