```
leveldb::port::Mutex
   - mu
   + Mutex()
   + ~Mutex()
   + Lock()
   + Unlock()
   + AssertHeld()
   + Mutex()
   + ~Mutex()
   + Lock()
   + Unlock()
   + AssertHeld()
   + Mutex()
   + ~Mutex()
   + Lock()
   + Unlock()
  + AssertHeld()
   Mutex()
   operator=()
   Mutex()
   operator=()
              -refs mutex
leveldb::anonymous
 namespace{memenv.cc}
         :FileState
refs

    blocks

    size

+ FileState()
+ Ref()
+ Unref()
+ Size()
+ Read()
+ Append()
- ~FileState()
- FileState()
operator=()
```