leveldb::HotThreadPool

+ m_PoolName
+ m_Shutdown
+ m_Threads
+ m_WorkQueue
+ m_QueueLock
+ m_WorkQueueAtomic
+ m_DirectCounter
+ m_QueuedCounter
+ m_DequeuedCounter
+ m_WeightedCounter

+ HotThreadPool()
+ ~HotThreadPool()
+ FindWaitingThread()
+ Submit()
+ work_queue_size()
+ shutdown_pending()
+ perf()
+ IncWorkDirect()
+ IncWorkQueued()
+ IncWorkDequeued()
+ IncWorkWeighted()
+ ThreadStart()
- HotThreadPool()
- operator=()

+m_Pool | +m_QueueThread

leveldb::QueueThread

+ m_ThreadGood
+ m_ThreadId
+ m_QueueName
+ m_Semaphore
+ m_SemaphorePtr

+ QueueThread()
+ ~QueueThread()
+ QueueThreadRoutine()
- QueueThread()
- QueueThread()
- operator=()