leveldb::lterator cleanup + Iterator() + ~lterator() + Valid() + SeekToFirst() + SeekToLast() + Seek() + Next() + Prev() + key() + value() + status() + RegisterCleanup() Iterator() operator=() leveldb::anonymous _namespace{two_level iterator.cc\::TwoLevelIterator block function - arg - options - status index_iter data_iter_ - data block handle + TwoLevelIterator() + ~TwoLevelIterator() + Seek() + SeekToFirst() + SeekToLast() + Next() + Prev() + Valid() + kev() + value() + status() - SaveError() SkipEmptyDataBlocksForward() SkipEmptyDataBlocksBackward() SetDataIterator() InitDataBlock()