```
leveldb::Constructor
  - data
  + Constructor()
  + ~Constructor()
  + Add()
  + Finish()
  + FinishImpl()
  + NewIterator()
  + data()
  + db()
leveldb::BlockConstructor
```

```
    comparator
```

- data - block

```
+ BlockConstructor()
+ ~BlockConstructor()
```

+ FinishImpl() + NewIterator() BlockConstructor()