```
leveldb::anonymous
 namespace{cache.cc}
::LRUHandle
+ value
+ deleter
+ charge
+ key Tength
+ refs
+ hash
+ key_data
+ key()
             -list
leveldb::anonymous
 namespace{cache.cc}
::HandleTable
- length_
- elems
+ HandleTable()
+ ~HandleTable()
+ Lookup()
+ Insert()
+ Remove()

    FindPointer()

- Resize()
```

+prev

⊦next hash

+next