```
leveldb::port::Mutex
- mu
+ Mutex()
+ ~Mutex()
+ Lock()
+ Unlock()
+ AssertHeld()
+ Mutex()
+ ~Mutex()
+ Lock()
+ Unlock()
+ AssertHeld()
+ Mutex()
+ ~Mutex()
+ Lock()
+ Unlock()
+ AssertHeld()
- Mutex()
operator=()
Mutex()
operator=()
          -mu
leveldb::MutexLock
+ MutexLock()
+ ~MutexLock()

    MutexLock()
```

operator=()