


leveldb::Block::NumRestarts



```
graph LR; A[leveldb::Block::NumRestarts] --> B[leveldb::DecodeFixed32]
```

A diagram showing a call from the function `leveldb::Block::NumRestarts` to the function `leveldb::DecodeFixed32`. The first function is in a grey box, and the second is in a white box, connected by a blue arrow pointing right.

leveldb::DecodeFixed32