```
leveldb::port::RWMutex
- mu
+ RWMutex()
+ ~RWMutex()
+ ReadLock()
+ WriteLock()
+ Unlock()
+ AssertHeld()
RWMutex()
operator=()
           -mu
  leveldb::ReadLock
  + ReadLock()
  + ~ReadLock()
  - ReadLock()
  operator=()
```