```
leveldb::Cache
- rep
+ Cache()
+ ~Cache()
+ Insert()
+ Lookup()
+ Release()
+ Value()
+ Erase()
+ Newld()
+ EntryOverheadSize()
+ Addref()
- LRU Remove()
LRU_Append()
Unref()
- Cache()
- operator=()
leveldb::anonymous
 namespace{cache.cc}
  ::ShardedLRUCache

    shard

- id spin
- last id
+ ShardedLRUCache()
+ ~ShardedLRUCache()
+ Insert()
+ Lookup()
+ Addref()
+ Release()
+ Erase()
+ Value()
+ NewId()
+ EntryOverheadSize()
- HashSlice()
- Shard()
```