

leveldb::PutFixed32



```
graph LR; A[leveldb::PutFixed32] --> B[leveldb::EncodeFixed32]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'leveldb::PutFixed32'. The right box is white with a black border and contains the text 'leveldb::EncodeFixed32'. A dark blue arrow points from the right side of the left box to the left side of the right box.

leveldb::EncodeFixed32