```
leveldb::DB
+ DB()
+ ~DB()
+ Put()
+ Delete()
+ Write()
+ Get()
+ Get()
+ NewIterator()
+ GetSnapshot()
+ ReleaseSnapshot()
+ GetProperty()
+ GetApproximateSizes()
+ CompactRange()
+ VerifyLevels()
+ Open()

    DB()

operator=()
     leveldb::DBImpl
double_cache
- env
- internal_comparator
internal_filter_policy_

    options

owns_info_log
owns_cache
- dbname
- table cache
- db_lock
and 25 more...
+ DBImpl()
+ ~DBImpl()
+ Put()
+ Delete()
+ Write()
+ Get()
+ Get()
+ NewIterator()
+ GetSnapshot()
+ ReleaseSnapshot()
and 15 more.
NewInternalIterator()
- NewDB()
Recover()

    CheckCompactionState()

    MaybelgnoreError()

    DeleteObsoleteFiles()

KeepOrDelete()

    CompactMemTable()

    RecoverLogFile()

    WriteLevel0Table()

and 17 more...
```