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