

leveldb::Block::Iter  
::GetRestartPoint



```
graph LR; A["leveldb::Block::Iter::GetRestartPoint"] --> B["leveldb::DecodeFixed32"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'leveldb::Block::Iter::GetRestartPoint'. The right box is white with a black border and contains the text 'leveldb::DecodeFixed32'. A dark blue arrow points from the right side of the left box to the left side of the right box.

leveldb::DecodeFixed32