## leveldb::DB + DB() + ~DB() + Put() + Delete() + Write() + Get() + Get() + NewIterator() + GetSnapshot() + ReleaseSnapshot() + GetProperty() + GetApproximateSizes() + CompactRange() + VerifyLevels() + Open() - DB() - operator=() Δ leveldb::ModeIDB options - map + ModelDB() + ~ModelDB() + Put() + Delete() + Get() + Get() + NewIterator() + GetSnapshot() + ReleaseSnapshot() + Write() and 16 more...

- 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() WriteLevelÕTablë()
- and 17 more...