```
leveldb::port::AtomicPointer
- rep
- rep
+ AtomicPointer()
+ AtomicPointer()
+ Acquire Load()
+ Release Store()
+ NoBarrier_Load()
+ NoBarrier Store()
+ AtomicPointer()
+ AtomicPointer()
+ Acquire Load()
+ Release Store()
+ NoBarrier_Load()
+ NoBarrier_Store()
MemoryBarrier()
               -next
leveldb::SkipList<
```

```
leveldb::SkipList<
Key, Comparator >::Node
+ key
+ Node()
+ Next()
```

+ NoBarrier_Next() + NoBarrier_SetNext()

+ SetNext()