

leveldb::DB

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