```
leveldb::WritableFile
 + WritableFile()
 + ~WritableFile()
 + Append()
 + Close()
 + Flush()
 + Sync()
+ SetMetadataOffset()

    WritableFile()

 operator=()
leveldb::AppendableFile
+ AppendableFile()
```

+ ~AppendableFile()
- AppendableFile()
- operator=()