```
leveldb::Iterator::
      Cleanup
 + function
                           +next
 + arg1
 + arg2
           -cleanup_
  leveldb::lterator
+ Iterator()
+ ~lterator()
+ Valid()
+ SeekToFirst()
+ SeekToLast()
+ Seek()
+ Next()
+ Prev()
+ key()
+ value()
+ status()
+ RegisterCleanup()
- Iterator()
```

- operator=()