## leveldb::Fnv + Env() + ~Env() + NewSequentialFile() + NewRandomAccessFile() + NewWritableFile() + NewAppendableFile() + NewWriteOnlyFile() + FileExists() + GetChildren() + DeleteFile() and 15 more... + Default() + Shutdown() Env() operator=() leveldb::EnvWrapper target + EnvWrapper() + ~EnvWrapper() + target() + NewSequentialFile() + NewRandomAccessFile() + NewWritableFile() + NewAppendableFile() + NewWriteOnlyFile() + FileExists() + GetChildren() and 13 more... leveldb::test::ErrorEnv + writable file error + num writable file errors + ErrorEnv()

+ NewWritableFile()