```
leveldb::Cache

    rep_

   + Cache()
   + ~Cache()
   + Insert()
   + Lookup()
   + Release()
   + Value()
   + Erase()
   + Newld()
   + EntryOverheadSize()
   + Addref()
   - LRU_Remove()
   - LRU Append()
   Unref()
   Cache()
   operator=()
leveldb::ShardedLBUCache2
+ usage

    shard

id_spin_

    parent

- is file cache

    next shard

    last id

+ ShardedLRUCache2()
+ ~ShardedLRUCache2()
+ GetUsage()
+ GetUsagePtr()
+ GetCapacity()
+ GetFileTimeout()
+ Insert()
+ Lookup()
+ Addref()
+ Release()
and 7 more.

    HashSlice()

Shard()
```