

## leveldb::Status

- state\_\_

- + Status()
- + ~Status()
- + Status()
- + operator=()
- + ok()
- + IsNotFound()
- + IsCorruption()
- + IsIOError()
- + ToString()
- + OK()
- + NotFound()
- + Corruption()
- + NotSupported()
- + InvalidArgument()
- + IOError()
- code()
- Status()
- CopyState()