```
leveldb::InternalKey
        - rep_
        + InternalKey()
        + InternalKey()
        + DecodeFrom()
        + Encode()
        + user_key()
+ SetFrom()
        + Clear()
        + DebugString()
                       +begin
                   +tmp_storage
                       +end
leveldb::DBImpl::ManualCompaction
+ level
```

+ done