leveldb::Iterator

- cleanup_

+ Iterator()
+ ~Iterator()
+ Valid()
+ SeekToFirst()
+ SeekToLast()
+ Seek()
+ Next()
+ Prev()
+ key()
+ value()
+ status()
+ RegisterCleanup()
- Iterator()
- operator=()

leveldb::KeyConvertingIterator

- status_
- iter_

+ KeyConvertingIterator()
+ ~KeyConvertingIterator()
+ Valid()
+ Seek()
+ SeekToFirst()
+ SeekToLast()
+ Next()
+ Prev()
+ key()
+ value()
+ status()
- KeyConvertingIterator()
- operator=()