```
leveldb::FilterPolicy
   + FilterPolicy()
   + ~FilterPolicv()
   + GetNext()
   + SetNext()
   + Name()
   + CreateFilter()
   + KeyMayMatch()
               -policy
leveldb::FilterBlockBuilder
- filter base lq
- filter base
- last offset

    keys

- start
- result
- tmp kevs

    filter offsets

+ FilterBlockBuilder()
+ StartBlock()
+ AddKev()
+ Finish()
- GenerateFilter()
PickFilterBase()

    FilterBlockBuilder()

operator=()
```

#m Next