```
leveldb::FilterPolicy
 + FilterPolicy()
 + ~FilterPolicy()
                            #m Next
 + GetNext()
 + SetNext()
 + Name()
 + CreateFilter()
 + KeyMayMatčh()
           -policy_
 leveldb::BloomTest
- filter
keys
+ BloomTest()
+ ~BloomTest()
+ Reset()
+ Add()
+ Builď()
+ FilterSize()
+ DumpFilter()
+ Matches()
+ FalsePositiveRate()
```