

leveldb::Env

- + Env()
- + ~Env()
- + NewSequentialFile()
- + NewRandomAccessFile()
- + NewWritableFile()
- + NewAppendableFile()
- + NewWriteOnlyFile()
- + FileExists()
- + GetChildren()
- + DeleteFile()
- and 15 more...
- + Default()
- + Shutdown()
- Env()
- operator=()