```
leveldb::WritableFile
+ WritableFile()
+ ~WritableFile()
+ Append()
+ Close()
+ Flush()
+ Sync()
+ SetMetadataOffset()
- WritableFile()
operator=()
 leveldb::StringSink

    contents

 + ~StringSink()
 + contents()
 + Close()
 + Flush()
 + Sync()
 + Append()
```