```
leveldb ·· Fnv
+ Env()
+ ~Env()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ NewWriteOnlyFile()
+ FileExists()
+ GetChildren()
+ DeleteFile()
and 15 more ...
+ Default()
+ Shutdown()
- Env()
operator=()
              +rep
      leveldb env t
      + is default
```