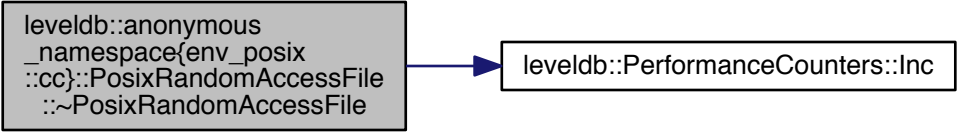


```
leveldb::anonymous  
_namespace{env_posix  
::cc}::PosixRandomAccessFile  
::~~PosixRandomAccessFile
```



A diagram illustrating a function call. On the left, a gray rectangular box contains C++ code for a destructor: `leveldb::anonymous_namespace{env_posix::cc}::PosixRandomAccessFile::~~PosixRandomAccessFile`. A blue arrow points from the right side of this box to a white rectangular box on the right. This white box contains the text `leveldb::PerformanceCounters::Inc`, representing the function being called.

```
leveldb::PerformanceCounters::Inc
```