leveldb::Env

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

leveldb::EnvWrapper

- target_

+ EnvWrapper()
+ ~EnvWrapper()
+ target()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ NewAppendableFile()
+ NewWriteOnlyFile()
+ FileExists()
+ GetChildren()
and 13 more...

leveldb::anonymous _namespace{memenv.cc} ::InMemoryEnv

- mutex_
- file_map_

+ InMemoryEnv()
+ ~InMemoryEnv()
+ NewSequentialFile()
+ NewRandomAccessFile()
+ NewWritableFile()
+ FileExists()
+ GetChildren()
+ DeleteFileInternal()
+ DeleteFile()
+ CreateDir()
and 6 more...