

## design\_bufferprocessor

### LineBuffer

```
+__init__()  
+read_lines(bytes)
```

### ProcessReactor

```
+__init__(user : string, directory : string, ioloop : IOLoop, ip : string, opensockets : set, args : list *, kwargs : ...  
+kill()  
+stop()  
+can_read(fd : file, events : int)  
+can_read_stderr(fd : file, events : int)  
+on_data(data : bytes, stream_name : string)  
+on_line(data : bytes, stream_name : string)  
+stop_output(data : bytes, stream_name : string = "unknown")
```