

Command
+ const SUCCESS
+ const FAILURE
+ const INVALID
# static \$defaultName
# static \$defaultDescription
+ __construct(string \$name=null)
+ ignoreValidationErrors()
+ setApplication(Application \$application=null)
+ setHelperSet(HelpSet \$helperSet)
+ getHelperSet()
+ getApplication()
+ isEnabled()
+ run(InputInterface \$input, OutputInterface \$output)
+ complete(CompletionInput \$input, CompletionSuggestions \$suggestions)
+ setCode(callable \$code)
et 22 de plus...
+ static getDefaultName()
+ static getDefaultDescription()
# configure()
# execute(InputInterface \$input, OutputInterface \$output)
# interact(InputInterface \$input, OutputInterface \$output)
# initialize(InputInterface \$input, OutputInterface \$output)

GlpiCommandInterface
+ mustCheckMandatoryRequirements()
+ requiresUpToDateDb()

AbstractCommand
# \$db
# \$input
# \$output
# \$requires_db
# \$requires_db_up_to_date
# \$progress_bar
+ mustCheckMandatoryRequirements()
+ requiresUpToDateDb()
# initialize(InputInterface \$input, OutputInterface \$output)
# writelnOutputWithProgress Bar( \$messages, ProgressBar \$progress_bar, \$verbosity =OutputInterface::VERBOSITY_NORMAL)
# outputSessionBufferedMessages (\$levels_to_output=[INFO, WARNING, ERROR])
# outputWarningOnMissingOptionnal Requirements()
# askForConfirmation (bool \$default_to_yes=true)
# warnAboutExecutionTime()
# iterate(iterable \$iterable, ?callable \$message_callback=null, ?int \$count=null)
# outputMessage(string \$message, int \$verbosity =OutputInterface::VERBOSITY _NORMAL)

ConfigurationCommandInterface
+ getConfigurationFilesTo Update(InputInterface \$input)

MigrateAllCommand
+ getConfigurationFilesTo Update(InputInterface \$input)
# configure()
# execute(InputInterface \$input, OutputInterface \$output)

