HandlerInterface + isHandling(array \$record) + handle(array \$record) + handleBatch(array \$records) + close() Handler ResettableInterface + handleBatch(array \$records) + close() reset() + __destruct() __sleep() AbstractHandler # \$level # \$bubble _construct(\$level ProcessableHandlerInterface FormattableHandlerInterface =Logger::DEBUG, bool \$bubble=true) + isHandling(array pushProcessor(callable + setFormatter(FormatterInterface \$record) \$callback) \$formatter) + setLevel(\$level) popProcessor() + getFormatter() + getLevel() + setBubble(bool \$bubble) + getBubble() + reset() AbstractProcessingHandler reset() write(array \$record) TestHandler # \$records # \$recordsByLevel + getRecords() + clear() + reset() + setSkipReset(bool \$skipReset) + hasRecords(\$level) + hasRecord(\$record, \$level)

 + hasRecordThatContains (string \$message, \$level)
 + hasRecordThatMatches (string \$regex, \$level)
 + hasRecordThatPasses (callable \$predicate,

+ __call(\$method, \$args)
write(array \$record)

\$level)