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) ProcessHandler # const DESCRIPTOR_SPEC + __construct(string \$command, \$level=Logger ::DEBUG, bool \$bubble=true, ?string \$cwd=null) + close() # write(array \$record) # selectErrorStream() # readProcessErrors()

writeProcessInput
(string \$string)