CommandLoaderInterface

+ get(string $name)
+ has(string $name)
+ getNames()

CommandLoader

+ __construct($include_plugins=true, $rootdir=GLPI_ROOT, ?Plugin $plugin=null)
+ get($name)
+ has($name)
+ getNames()
+ setIncludePlugins(bool $include_plugins)

ContainerCommandLoader

+ __construct(ContainerInterface $container, array $commandMap)
+ get(string $name)
+ has(string $name)
+ getNames()

FactoryCommandLoader

+ __construct(array $factories)
+ has(string $name)
+ get(string $name)
+ getNames()