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 =Logger::DEBUG, bool ProcessableHandlerInterface FormattableHandlerInterface \$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) ErrorLogHandler + const OPERATING_SYSTEM + const SAPI # \$messageType # \$expandNewlines _construct(int \$message Type=self::OPERATING_SYSTEM, \$level=Logger::DEBUG, bool \$bubble=true, bool \$expandNewlines=false) + static getAvailableTypes() # getDefaultFormatter() # write(array \$record)