## 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 =Logger::DEBUG, bool FormattableHandlerInterface \$bubble=true) + isHandling(array pushProcessor(callable + setFormatter(FormatterInterface \$record) \$callback) \$formatter) + setLevel(\$level) popProcessor() getFormatter() + getLevel() + setBubble(bool \$bubble) + getBubble() + reset() BufferHandler # \$handler # \$bufferSize # \$bufferLimit # \$flushOnOverflow # \$buffer # \$initialized \_construct(HandlerInterface \$handler, int \$bufferLimit =0, \$level=Logger::DEBUG, bool \$bubble=true, bool \$flushOnOverflow=false) + flush() + \_\_destruct() + close() + clear() + reset() + setFormatter(FormatterInterface \$formatter) getFormatter() DeduplicationHandler # \$deduplicationStore # \$deduplicationLevel # \$time + \_\_construct(HandlerInterface \$handler, ?string \$deduplication Store=null, \$deduplicationLevel

=Logger::ÉRROR, int \$time=60, bool

\$bubble=true)

+ flush()