## LoaderInterface

- + getSourceContext(string \$name)
- + getCacheKey(string \$name)
- + isFresh(string \$name, int \$time)
- + exists(string \$name)

## ArrayLoader

- + setTemplate(string \$name, string \$template)
- + getSourceContext(string \$name)
- + exists(string \$name)
- + getCacheKey(string \$name)
- + isFresh(string \$name, int \$time)

## ChainLoader

- + \_\_construct(array \$loaders=[])
- + addLoader(LoaderInterface \$loader)
- + getLoaders()
- + getSourceContext(string \$name)
- + exists(string \$name)
- + getCacheKey(string \$name)
- + isFresh(string \$name, int \$time)

## FilesystemLoader

- + const MAIN NAMESPACE
- # \$paths
- # \$cache
- # \$errorCache
- + \_\_construct(\$paths =[], string \$rootPath=null)
- + getPaths(string \$namespace =self::MAIN NAMESPACE)
- + getNamespaces()
- + setPaths(\$paths, string \$namespace=self::MAIN NAMESPACE)
- + addPath(string \$path, string \$namespace=self ::MAIN\_NAMESPACE)
- + getSourceContext(string \$name)
- + getCacheKey(string \$name)
- + exists(string \$name)
- + isFresh(string \$name, int \$time)
- # findTemplate(string
  \$name, bool \$throw=true)