LoggerInterface + emergency(\$message, array \$context=array()) + alert(\$message, array \$context=array()) + critical(\$message, array \$context=array()) + error(\$message, array ResettableInterface \$context=array()) + warning(\$message, reset() array \$context=array()) + notice(\$message, array \$context=array()) + info(\$message, array \$context=array()) + debug(\$message, array \$context=array()) + log(\$level, \$message, array \$context=array()) Logger + const DEBUG + const INFO + const NOTICE + const WARNING + const ERROR + const CRITICAL + const ALERT + const EMERGENCY + const API # \$name # \$handlers # \$processors # \$microsecondTimestamps # \$timezone # \$exceptionHandler # static \$levels _construct(string \$name, array \$handlers =[], array \$processors =[], ?DateTimeZone \$timezone=null) + getName() + withName(string \$name) + pushHandler(HandlerInterface \$handler) + popHandler() + setHandlers(array \$handlers) + getHandlers() + pushProcessor(callable \$callback) + popProcessor() + getProcessors() et 19 de plus... + static getLevels() + static getLevelName (int \$level) + static toMonologLevel (\$level) # handleException(Throwable \$e, array \$record)