HandlerInterface

- + isHandling(array \$record)
- + handle(array \$record)
- + handleBatch(array \$records)
- + close()

Handler

- + handleBatch(array \$records)
- + close()
- + __destruct()
- + __sleep()

ProcessableHandlerInterface

- + pushProcessor(callable \$callback)
- + popProcessor()

ResettableInterface

+ reset()

FormattableHandlerInterface

- + setFormatter(FormatterInterface \$formatter)
- + getFormatter()

FingersCrossedHandler

- # \$handler
- # \$activationStrategy
- # \$buffering
- # \$bufferSize
- # \$buffer
- # \$stopBuffering
- # \$passthruLevel
- # \$bubble
- + __construct(\$handler, \$activationStrategy =null, int \$bufferSize =0, bool \$bubble=true, bool \$stopBuffering=true, \$passthruLevel=null)
- + isHandling(array \$record)
- + activate()
- + close()
- + reset()
- + clear()
- + getHandler(array \$record=null)
- + setFormatter(FormatterInterface \$formatter)
- + getFormatter()