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) AbstractSyslogHandler # \$facility # \$logLevels # \$facilities + __construct(\$facility =LOG_USER, \$level=Logger ::DEBUG, bool \$bubble=true) # getDefaultFormatter() SyslogHandler # \$ident # \$logopts _construct(string \$ident, \$facility=LOG _USER, \$level=Logger:: DEBUG, bool \$bubble=true, int \$logopts=LOG_PID) + close() # write(array \$record)