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) RedisHandler # \$capSize + __construct(\$redis, string \$key, \$level =Logger::DEBUG, bool \$bubble=true, int \$capSize=0) # write(array \$record) # writeCapped(array \$record) # getDefaultFormatter()