ResetInterface

+ reset()

Application

+ __construct(string
  $name='UNKNOWN', string
  $version='UNKNOWN')
+ setDispatcher(EventDispatcher
  Interface $dispatcher)
+ setCommandLoader(Command
  LoaderInterface $commandLoader)
+ getSignalRegistry()
+ setSignalsToDispatchEvent
  (int ... $signalsToDispatchEvent)
+ run(InputInterface
  $input=null, OutputInterface
  $output=null)
+ doRun(InputInterface
  $input, OutputInterface
  $output)
+ reset()
+ setHelperSet(HelperSet
  $helperSet)
+ getHelperSet()
  et 26 de plus...
+ static getAbbreviations
  (array $names)
doRenderThrowable
  (\Throwable $e, OutputInterface
  $output)
configureIO(InputInterface
  $input, OutputInterface
  $output)
doRunCommand(Command
  $command, InputInterface
  $input, OutputInterface
  $output)
getCommandName(InputInterface
  $input)
getDefaultInputDefinition()
getDefaultCommands()
getDefaultHelperSet()

Application

+ const ERROR_MISSING
  _REQUIREMENTS
+ const ERROR_CONFIG
  _WRITE_ACCESS_DENIED
+ const ERROR_DB_OUTDATED

+ __construct()
+ getOutput()
# getDefaultInputDefinition()
# getCommandName(InputInterface
  $input)
doRunCommand(Command
  $command, InputInterface
  $input, OutputInterface
  $output)