```
Event
```

```
ConsoleEvent
```
```
# $command
```
```
+ __construct(?Command
   $command, InputInterface
   $input, OutputInterface
   $output)
+ getCommand()
+ getInput()
+ getOutput()
```

```
ConsoleCommandEvent
```
```
+ const RETURN_CODE_DISABLED
```
```
+ disableCommand()
+ enableCommand()
+ commandShouldRun()
```

```
ConsoleErrorEvent
```
```

```
```
+ __construct(InputInterface
   $input, OutputInterface
   $output, \Throwable $error,
   Command $command=null)
+ getError()
+ setError(\Throwable
   $error)
+ setExitCode(int $exitCode)
+ getExitCode()
```

```
ConsoleSignalEvent
```
```

```
```
+ __construct(Command
   $command, InputInterface
   $input, OutputInterface
   $output, int $handlingSignal)
+ getHandlingSignal()
```

```
ConsoleTerminateEvent
```
```

```
```
+ __construct(Command
   $command, InputInterface
   $input, OutputInterface
   $output, int $exitCode)
+ setExitCode(int $exitCode)
+ getExitCode()
```