## 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() SamplingHandler # \$handler # \$factor + \_\_construct(\$handler, int \$factor)

+ isHandling(array \$record)

+ getHandler(array \$record=null)

\$formatter) + getFormatter()

+ setFormatter(FormatterInterface