

Command
+ const SUCCESS + const FAILURE + const INVALID # static \$defaultName # static \$defaultDescription
+ __construct(string \$name=null) + ignoreValidationErrors() + setApplication(Application \$application=null) + setHelperSet(HelperSet \$helperSet) + getHelperSet() + getApplication() + isEnabled() + run(InputInterface \$input, OutputInterface \$output) + complete(CompletionInput \$input, CompletionSuggestions \$suggestions) + setCode(callable \$code) et 22 de plus... + static getDefaultName() + static getDefaultDescription() # configure() # execute(InputInterface \$input, OutputInterface \$output) # interact(InputInterface \$input, OutputInterface \$output) # initialize(InputInterface \$input, OutputInterface \$output)



LazyCommand
+ __construct(string \$name, array \$aliases, string \$description, bool \$isHidden, \Closure \$commandFactory, ?bool \$isEnabled=true) + ignoreValidationErrors() + setApplication(Application \$application=null) + setHelperSet(HelperSet \$helperSet) + isEnabled() + run(InputInterface \$input, OutputInterface \$output) + complete(CompletionInput \$input, CompletionSuggestions \$suggestions) + setCode(callable \$code) + mergeApplicationDefinition(bool \$mergeArgs=true) + setDefinition(\$definition) et 13 de plus...