



# Built-in Logging

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.NET CORE

*When things go wrong in production what you need to do before doing anything else is gather information. The reason that most bugs don't get fixed is because of the assumptions we make early in the process about what's gone wrong. An effective logging system is essential to ensure that you have some idea of where to look for the cause if an error.*

[HTTPS://VISUALSTUDIOMAGAZINE.COM/ARTICLES/2019/03/22/LOGGING-IN-NET-CORE.ASPX](https://visualstudiomagazine.com/articles/2019/03/22/logging-in-net-core.aspx)

# Logging

<https://docs.microsoft.com/en-us/dotnet/core/diagnostics/logging-tracing>

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‘**Logging**’ and ‘Tracing’ are really two names for the same technique. It involves instrumenting an application to write output (to a file or to console) under chosen situations to be consumed later.

**Logging** is useful in situations where the debugger falls short, such as:

- Issues occurring over long periods of time. Logs allow for detailed post-mortem review. Debuggers only offer real-time analysis.
- Attaching a debugger tends to modify program behavior so multi-threaded and distributed applications and are often difficult to debug. Logs can be analyzed to understand complex systems.
- Attaching a debugger often causes timeout failures.
- **Logging** is designed for low overhead so that programs can always be recording.

# Logging – .NET Print-Style APIs

<https://docs.microsoft.com/en-us/dotnet/core/diagnostics/logging-tracing#print-style-apis>

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The choice of which ‘print-style’ API to use is up to you.

System.Console	System.Diagnostics.Trace	System.Diagnostics.Debug
<ul style="list-style-type: none"><li>• Always enabled and always writes to the console.</li><li>• Useful for information that your customer may need to see in the release.</li><li>• Because it's the simplest approach, it's often used for ad-hoc temporary debugging.</li><li>• This debug code is often never checked in to source control.</li></ul>	<ul style="list-style-type: none"><li>• Only enabled when <b>TRACE</b> is defined.</li><li>• Writes to attached Listeners, by default the <b>DefaultTraceListener</b>.</li><li>• Use this API when creating logs that will be enabled in most builds.</li></ul>	<ul style="list-style-type: none"><li>• Only enabled when <b>DEBUG</b> is defined.</li><li>• Writes to an attached debugger.</li><li>• On *nix writes to <b>stderr</b> if <b>COMPlus_DebugWriteToStdErr</b> is set.</li><li>• Use this API when creating logs that will be enabled only in debug builds.</li></ul>

# Logging - Events

<https://docs.microsoft.com/en-us/dotnet/core/diagnostics/logging-tracing#print-style-apis>

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Rather than logging simple strings these APIs log event objects.

System.Diagnostics.Tracing.EventSource	System.Diagnostics.Diagnostic Source	System.Diagnostics.Activity	System.Diagnostics.EventLog
<ul style="list-style-type: none"><li>• <b>EventSource</b> is the primary root <b>.NET Core</b> tracing API.</li><li>• Available in all <b>.NET Standard</b> versions.</li><li>• Only allows tracing serializable objects.</li><li>• Writes to the attached event listeners.</li><li>• <b>.NET Core</b> provides listeners for:<ul style="list-style-type: none"><li>• <b>.NET Core's</b> EventPipe on all platforms</li><li>• Event Tracing for Windows (ETW)</li><li>• LTTng tracing framework for Linux</li></ul></li></ul>	<ul style="list-style-type: none"><li>• Included in <b>.NET Core</b> and as a <b>NuGet</b> package for <b>.NET Framework</b>.</li><li>• Allows in-process tracing of non-serializable objects.</li><li>• Includes a bridge to allow selected fields of logged objects to be written to an <b>EventSource</b>.</li></ul>	<ul style="list-style-type: none"><li>• Provides a definitive way to identify log messages resulting from a specific activity or transaction.</li><li>• This object can be used to correlate logs across different services.</li></ul>	<ul style="list-style-type: none"><li>• Windows only.</li><li>• Writes messages to the <b>Windows Event Log</b>.</li><li>• System administrators expect fatal application error messages to appear in the <b>Windows Event Log</b>.</li></ul>

# Logging – Performance Considerations

<https://docs.microsoft.com/en-us/dotnet/core/diagnostics/logging-tracing#performance-considerations>

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#no-asynchronous-logger-methods>

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String formatting can take noticeable CPU processing time.

*Logging* should be so fast that it isn't worth the performance cost of *asynchronous* code.

It is recommended that you:

- Avoid lots of *logging* when no one is listening.
- Avoid constructing costly *logging* messages by checking if *logging* is enabled first.
- Only log what's useful.
- Defer fancy formatting to the analysis stage.



# ILogger

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#built-in-logging-providers>

<https://www.blinkingcaret.com/2018/02/14/net-core-console-logging/>

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/host/generic-host?view=aspnetcore-3.1>

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- **.NET Core** has a built-in *logging* API (*ILogger*) that works with a variety of built-in and third-party logging providers.
- *ILogger* can be used with *HostBuilder*.
- *ILogger* provides multiple ways to display or store logs. Logs can be sent to multiple destinations by adding multiple providers.
- *Logging* code for apps without *Generic Host* differs in the way providers are added and *loggers* are created.

# Ilogger Built-in Providers

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#built-in-logging-providers>

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Provider	Description
Console	The <i>Microsoft.Extensions.Logging.Console</i> package sends log output to the console.
Debug	The <i>Microsoft.Extensions.Logging.Debug</i> package writes log output by using the <i>System.Diagnostics.Debug</i> class.
Event Source	The <i>Microsoft.Extensions.Logging.EventSource</i> package writes to an Event Source cross-platform with the name <i>Microsoft-Extensions-Logging</i> . <i>.EventSource</i> is added automatically when <i>CreateDefaultBuilder</i> is called to build the host.
Windows EventLog	The <i>Microsoft.Extensions.Logging.EventLog</i> provider package sends log output to the Windows Event Log.
TraceSource	The <i>Microsoft.Extensions.Logging.TraceSource</i> provider package uses the TraceSource libraries and providers.
Azure App Service	The <i>Microsoft.Extensions.Logging.AzureAppServices</i> provider package writes logs to text files in an Azure App Service app's file system and to blob storage in an Azure Storage account.
Azure Application Insights trace logging	The <i>Microsoft.Extensions.Logging.ApplicationInsights</i> package writes logs to Azure Application Insights.



# Ilogger Step-by-Step

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1>  
<https://www.youtube.com/watch?v=oXNslgIXIbQ>

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1. To add a provider in an app that uses **Generic Host**,
  - Add *Microsoft.Extensions.Logging NuGet Package*
  - add *using Microsoft.Extensions.Logging* at the top of your *program.cs*,
  - Clear out default logging settings with *logging.ClearProviders()*:
  - call the provider's *Add{provider name} extension* method in *Program.cs*. (*.AddConsole()*, *.AddDebug()*, etc.)
2. Use **Dependency Injection** to inject an instance of an **ILogger<ContainingClassName>** object into each class where you will use *logging*.

```
public static IHostBuilder CreateHostBuilder(string[] args) =>
    Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
        {
            logging.ClearProviders();
            logging.AddConsole();
        })
        .ConfigureWebHostDefaults(webBuilder =>
        {
            webBuilder.UseStartup<Startup>();
        });
```

```
public class AboutModel : PageModel
{
    private readonly ILogger _logger;

    public AboutModel(ILogger<AboutModel> logger)
    {
        _logger = logger;
    }
}
```

Use the different logging levels to note different events in your application process.

# Ilogger Step-by-Step

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#configuration>

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## Configuration:

Logging configuration is provided by various providers:

- File formats (INI, JSON, and XML).
- Command-line arguments.
- Environment variables.
- In-memory .NET objects.
- The unencrypted Secret Manager storage.
- An encrypted user store, such as Azure Key Vault.
- Custom providers (installed or created).

Typically, ***appsettings.json*** is used to configure built-in logging

```
{
  "Logging": {
    "LogLevel": {
      "Default": "Debug",
      "System": "Information",
      "Microsoft": "Information"
    },
    "Console": {
      {
        "IncludeScopes": true
      }
    }
  }
}
```

# Ilogger Step-by-Step – Log Levels

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#log-level>

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- The *Logging* property in *appsettings.json* can have *LogLevel* and log provider properties.
- The *LogLevel* property under *Logging* specifies the minimum level to log for selected categories.
  - (Optional) *LogLevel* under a provider specifies levels to log for that provider.
  - levels specified in *Logging.{providername}.LogLevel* override anything set in *Logging.LogLevel*.

```
{
  "Logging": {
    "LogLevel": {
      "Default": "Debug",
      "System": "Information",
      "Microsoft": "Information"
    },
    "Console": {
      "IncludeScopes": true
    }
  }
}
```

# Ilogger Step-by-Step – Log Levels

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#log-level>

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Log Level	Description
Trace = 0	For information that's typically valuable only for debugging. These messages may contain sensitive application data and so shouldn't be enabled in a production environment. Disabled by default.
Debug = 1	For information that may be useful in development and debugging. Example: Entering method Configure with flag set to true. Enable Debug level logs in production only when troubleshooting, due to the high volume of logs.
Information = 2	For tracking the general flow of the app. These logs typically have some long-term value. Example: Request received for path /api/todo
Warning = 3	For abnormal or unexpected events in the app flow. These may include errors or other conditions that don't cause the app to stop but might need to be investigated. Handled exceptions are a common place to use the Warning log level. Example: FileNotFoundException for file quotes.txt.
Error = 4	For errors and exceptions that cannot be handled. These messages indicate a failure in the current activity or operation (such as the current HTTP request), not an app-wide failure. Example log message: Cannot insert record due to duplicate key violation.
Critical = 5	For failures that require immediate attention. Examples: data loss scenarios, out of disk space.

# Ilogger Step-by-Step – Log Levels

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#log-level>

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Use the **log level** to control how much log output is written to your logging destination.

In production - Logging at the **Trace** through **Information** levels produces a high-volume of detailed log messages. Log **Trace** through **Information** level messages to a high-volume, low-cost data store.

Logging at **Warning** through **Critical** levels typically produces fewer, smaller log messages. Therefore, costs and storage limits usually aren't a concern, which results in greater flexibility of data store choice.

During development - Log **Warning** through **Critical** messages to the **console**. Add **Trace** through **Information** messages when troubleshooting.

```
public IActionResult GetById(string id)
{
    _logger.LogInformation(LoggingEvents.GetItem, "Getting item {Id}", id);
    var item = _todoRepository.Find(id);
    if (item == null)
    {
        _logger.LogWarning(LoggingEvents.GetItemNotFound, "GetById({Id}) NOT FOUND", id);
        return NotFound();
    }
    return new ObjectResult(item);
}
```

# Ilogger Step-by-Step – Log Filtering

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/logging/?view=aspnetcore-3.1#log-filtering>

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Specify a minimum log level for a **provider** and **category** or for all **providers** or all **categories**. The default value is **Information**, which means that **Trace** and **Debug** logs are ignored.

Any logs below the minimum level aren't passed to that provider, so they don't get displayed.

Each provider defines an alias that can be used in configuration in place of the fully qualified type name.

For [built-in providers](#), use the following aliases:

- Console, Debug, EventSource, EventLog, TraceSource, AzureAppServicesFile, AzureAppServicesBlob, ApplicationInsights

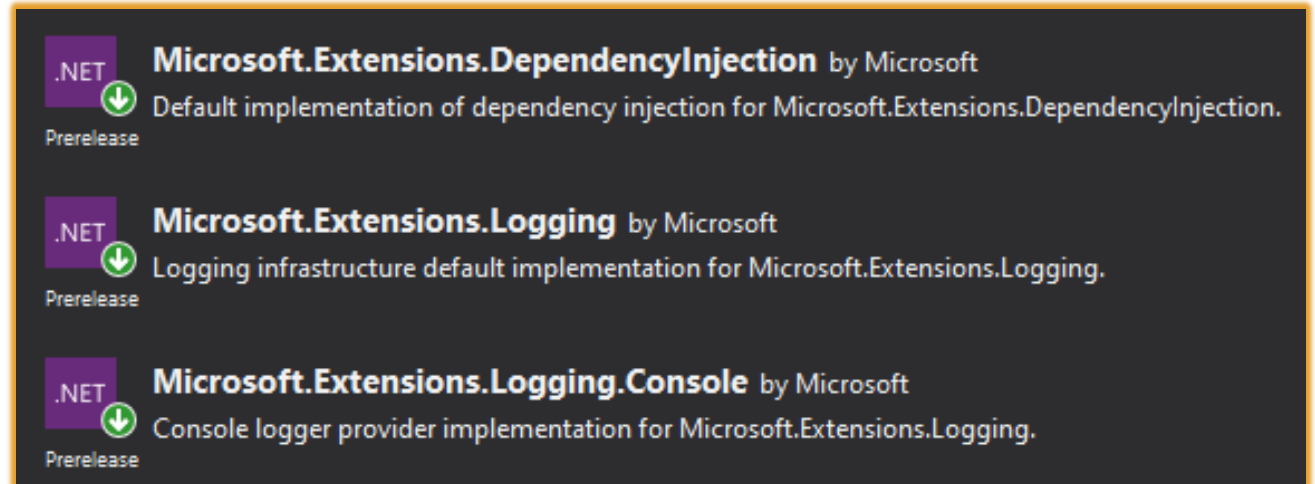
```
{
  "Logging": {
    "Debug": {
      "LogLevel": {
        "Default": "Information"
      }
    },
    "Console": {
      "IncludeScopes": false,
      "LogLevel": {
        "Microsoft.AspNetCore.Mvc.Razor.Internal": "Warning",
        "Microsoft.AspNetCore.Mvc.Razor.Razor": "Debug",
        "Microsoft.AspNetCore.Mvc.Razor": "Error",
        "Default": "Information"
      }
    },
    "LogLevel": {
      "Default": "Debug"
    }
  }
}
```



# Logging in a Console App Step by Step

<https://www.blinkingcaret.com/2018/02/14/net-core-console-logging/>

1. Add three Nuget Packages.



2. Add Logging Service in Program.cs and configure logging.

```
var services = new ServiceCollection();
ConfigureServices(services);

using (ServiceProvider serviceProvider = services.BuildServiceProvider())
{
    Gameplay game = serviceProvider.GetService<GamePlay>();

    game.GetPlayersName();
    game.RunGame();
    game.PrintResults();
}
```

# Logging in a Console App Step by Step

<https://www.blinkingcaret.com/2018/02/14/net-core-console-logging/>

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3. Add  
ConfigureServices()  
below Main().

```
private static void ConfigureServices(IServiceCollection services)
{
    services.AddLogging(configure => configure.AddConsole())
        .AddTransient<GamePlay>();
}
```

4. Inject the Logging  
Service into the  
constructor of the class  
you want to log in.

```
private readonly ILogger _logger;
public GamePlay(ILogger<GamePlay> logger)
{
    _logger = logger;
}
```

# Logging in a Console App Step by Step

<https://www.blinkingcaret.com/2018/02/14/net-core-console-logging/>

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5. Use the *\_logger* to log wherever you want to log inside the class.

5. View the *logging levels* shown to the console. *.logDebug()* and *.logTrace()* are not printed to console by default

```
public void GetPlayersName()
{
    _logger.LogInformation("LogInformation = Hello. My
        name is Log LobInformation");
    _logger.LogWarning("LogWarning = Now I'm Loggy
        McLoggerton");
    _logger.LogCritical("LogCritical = As of now, I'm
        Scrog McLog");
    _logger.LogDebug("Log Debug");
    _logger.LogError("LogError");
    _logger.LogTrace("Log Trace = Tracing my way back
        home.");
}
```

```
Enter Player1 Name:
info: RPS_Game.GamePlay[0]
      LogInformation = Hello. My name is Log LobInformation
warn: RPS_Game.GamePlay[0]
      LogWarning = Now I'm Loggy McLoggerton
crit: RPS_Game.GamePlay[0]
      LogCritical = As of now, I'm Scrog McLog
fail: RPS_Game.GamePlay[0]
      LogError
```

# Logging in a Console App Step by Step

<https://www.blinkingcaret.com/2018/02/14/net-core-console-logging/>

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