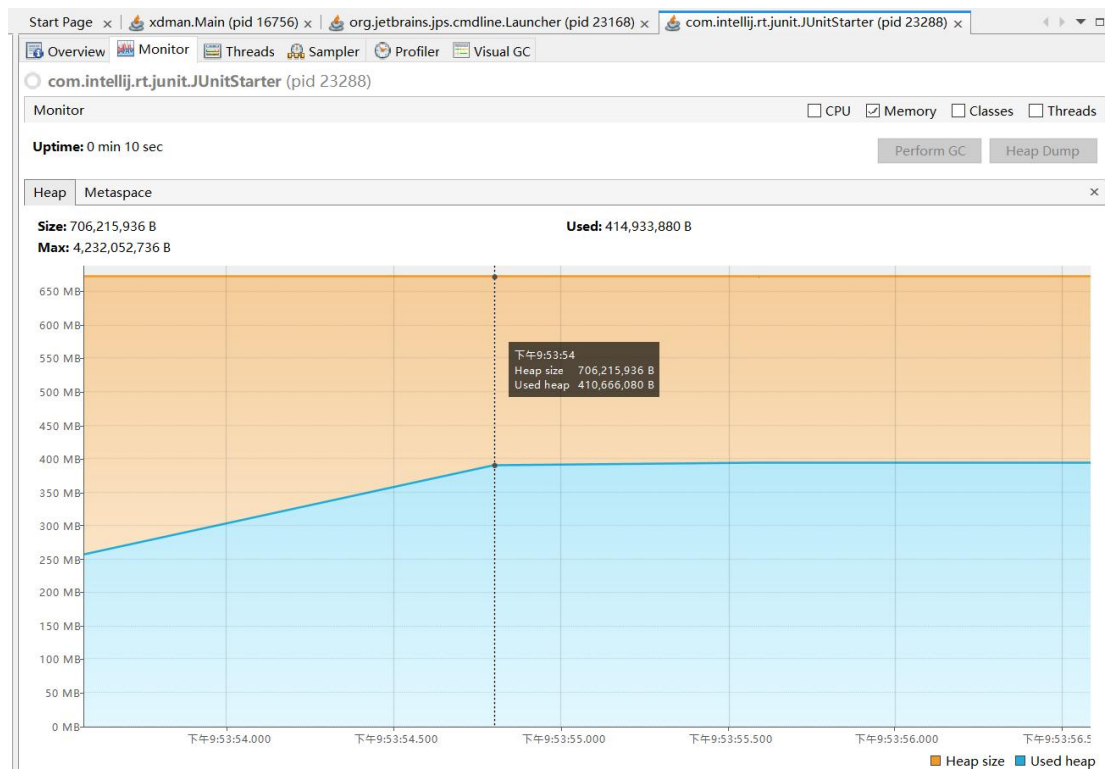
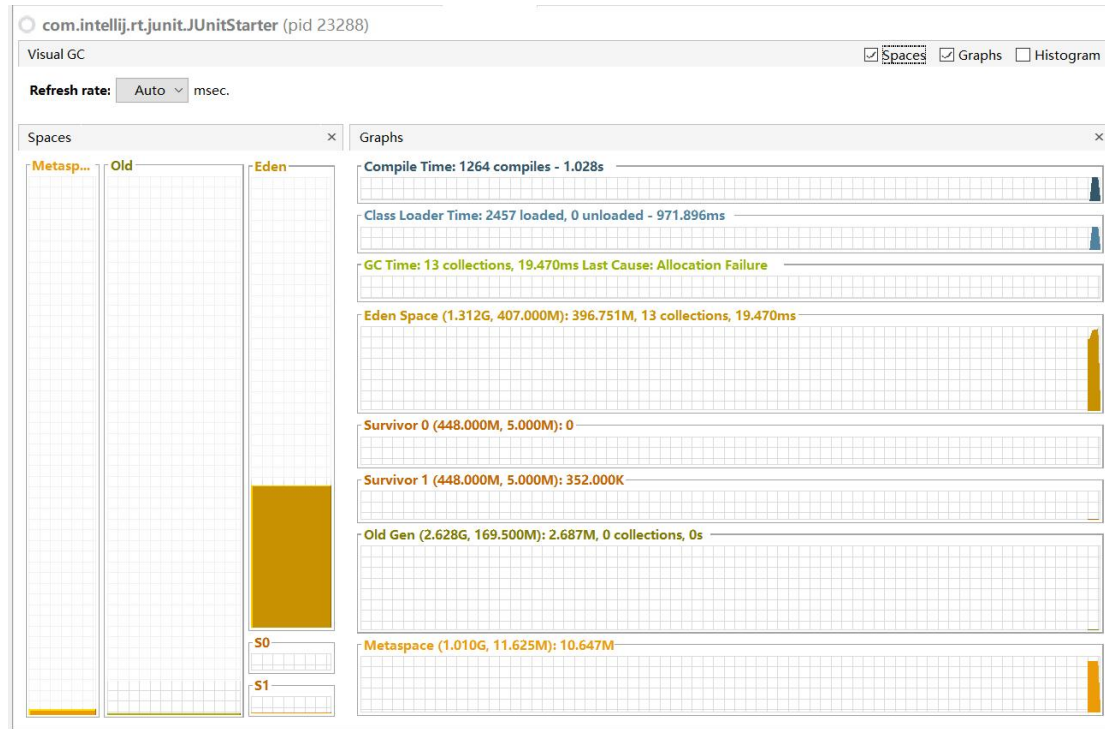
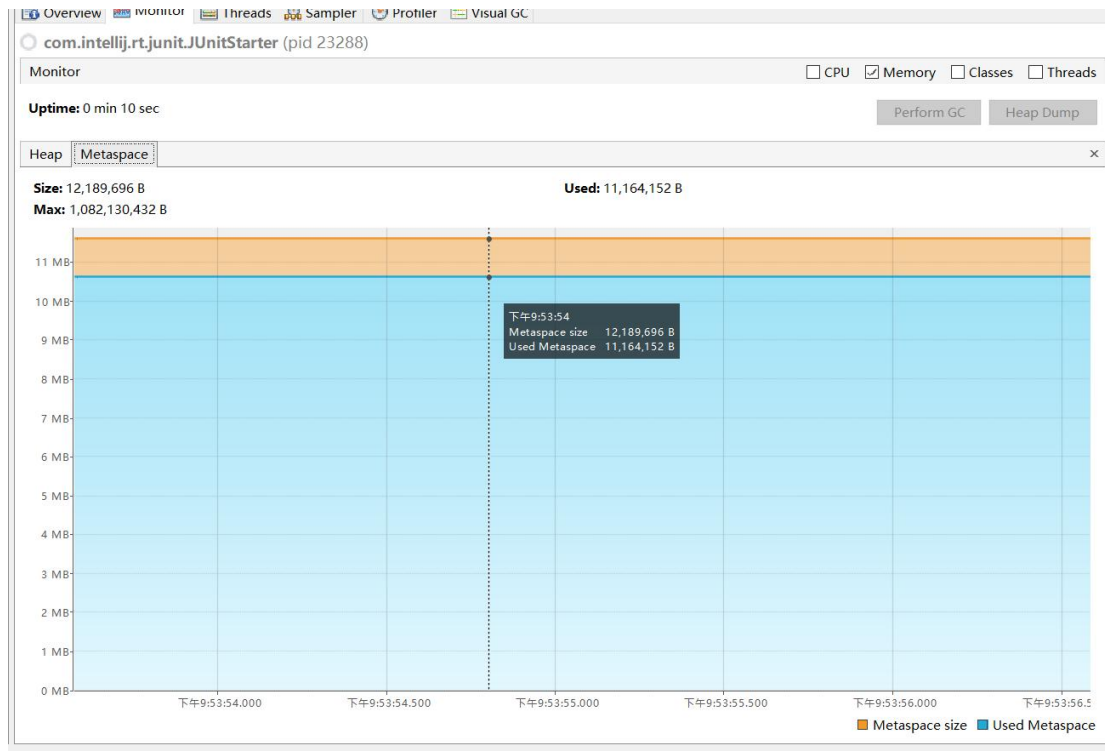


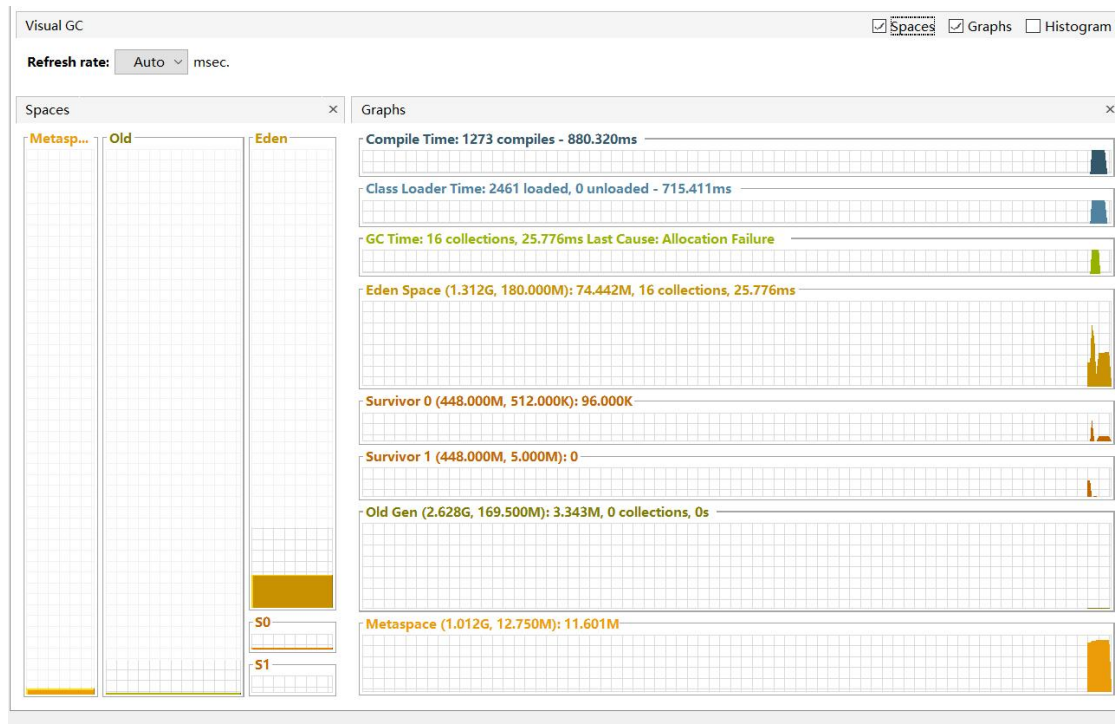
Compare the performance between MemAppender using a LinkedList

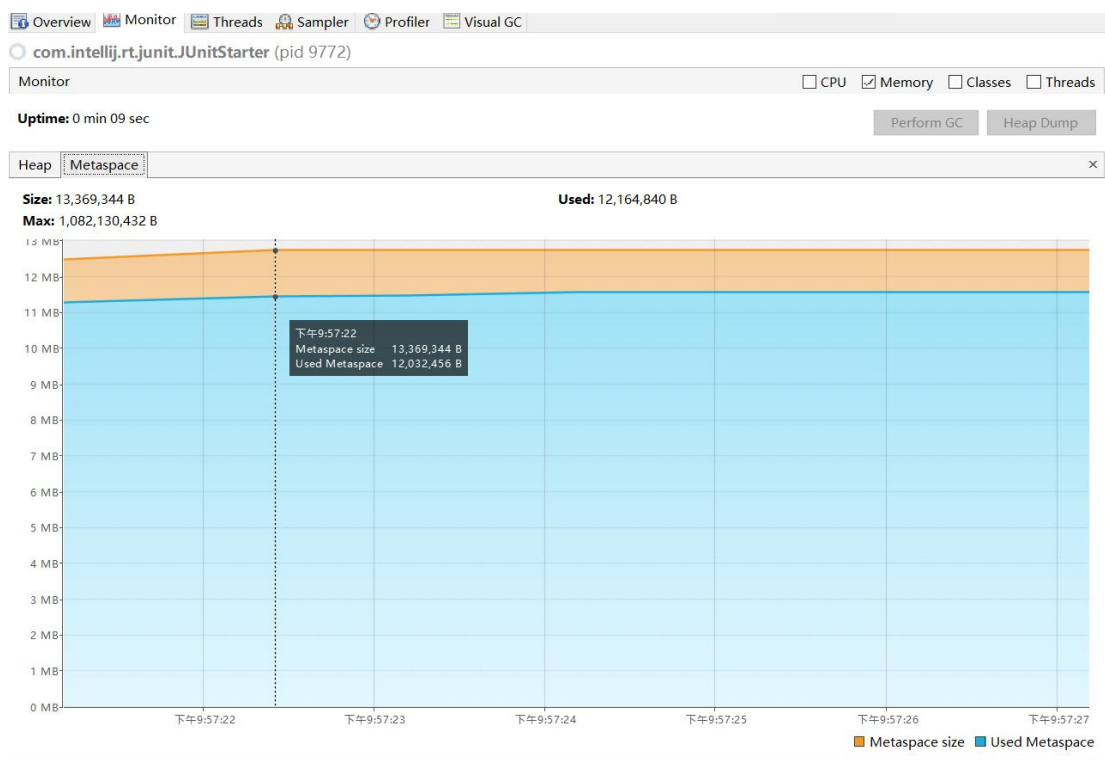
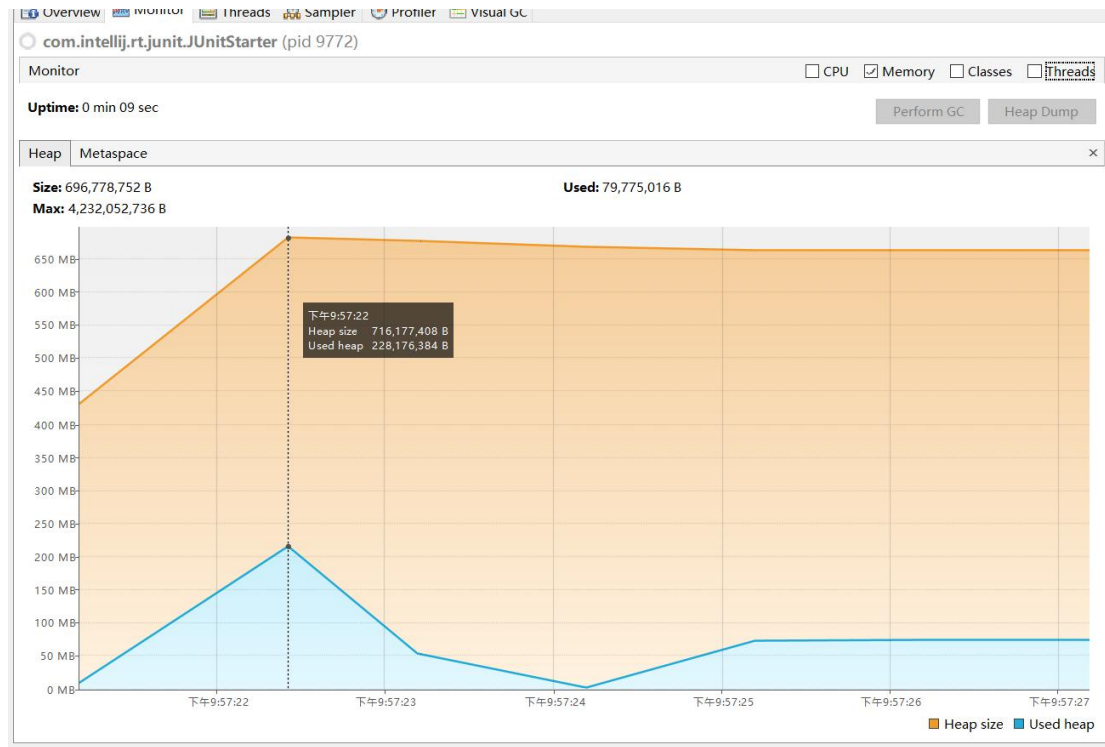
testLinkedList()





testArrayList()





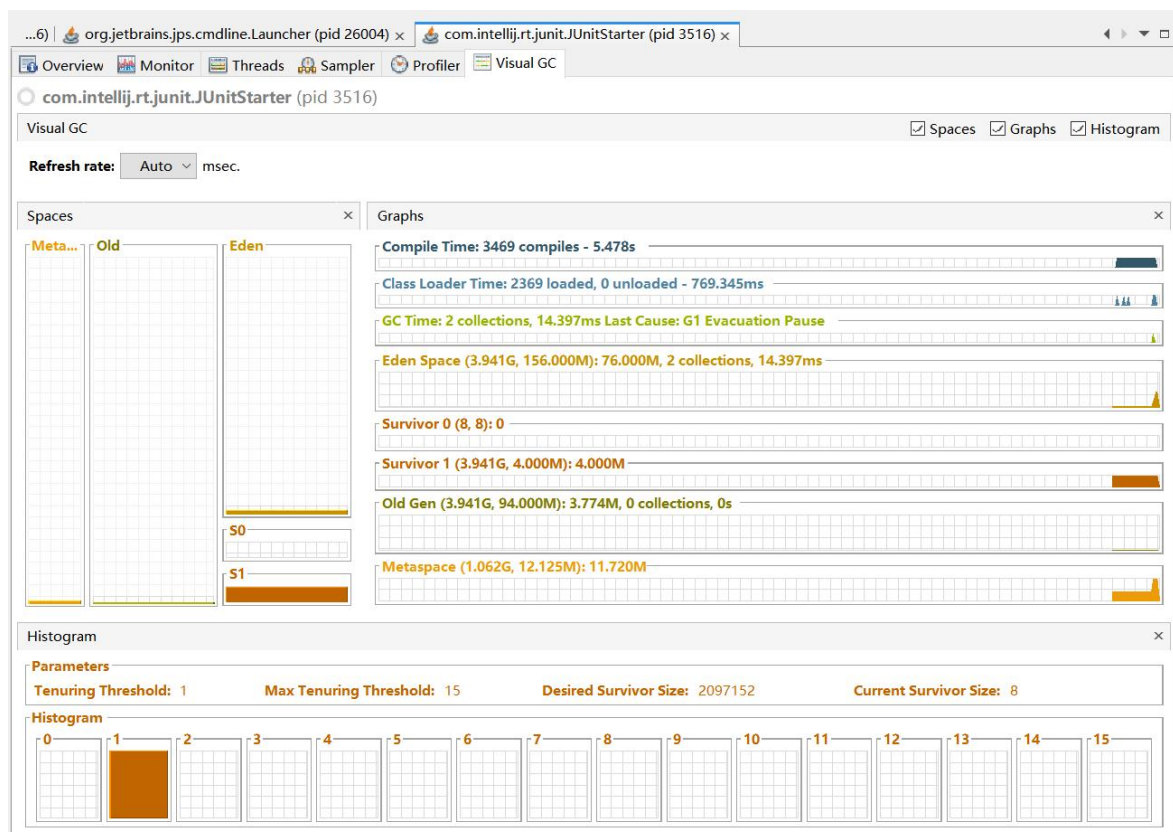
Report:

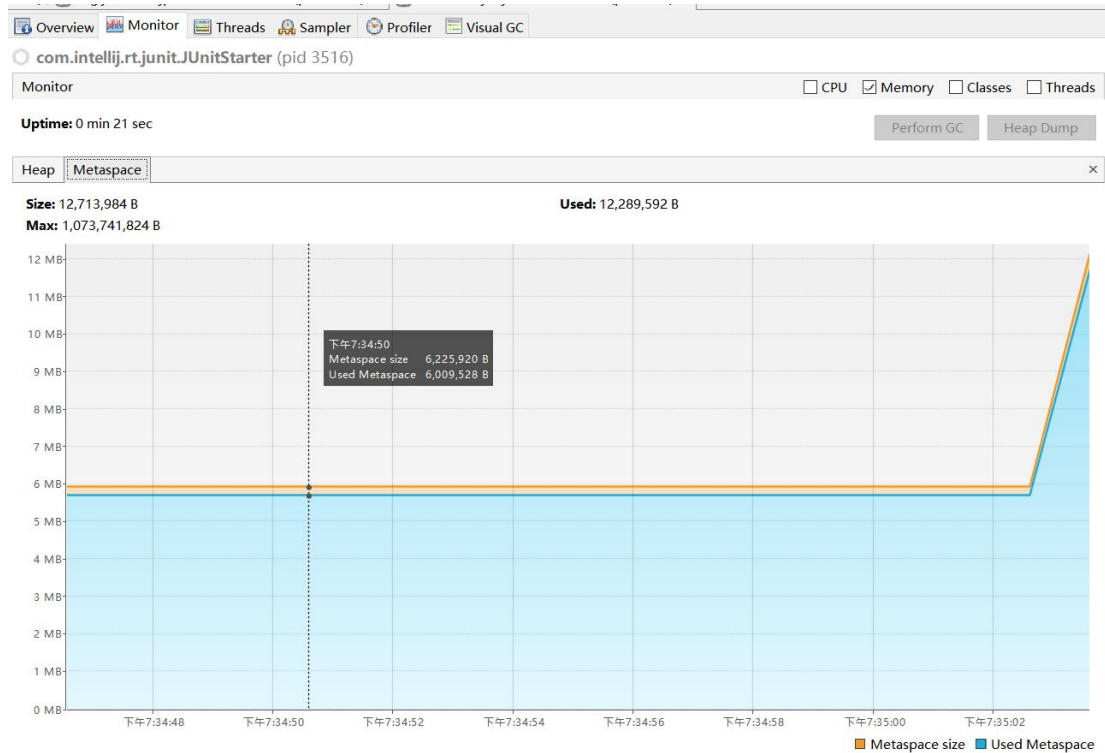
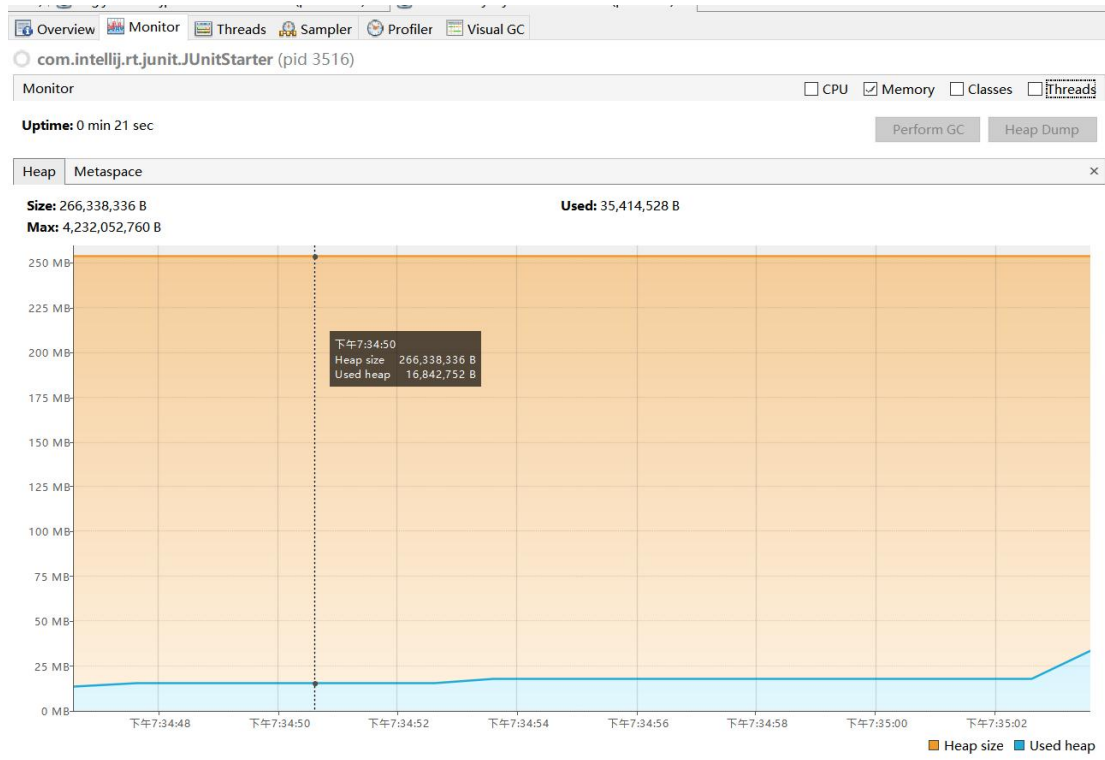
1.If MemAppender stores LoggingEvents in a ArrayList, it will use less time than storing them in a LinkedList when the Logger records the same number of logs (When the loggingEvents' number is up to a point, this is going to happen to above situation.However,if the loggingEvents' number isn't up to a point, the LinkedList is more faster than the ArrayList).

2.The LinkedList consume more memory than the Arraylist when they contain the same number of data(the same type).

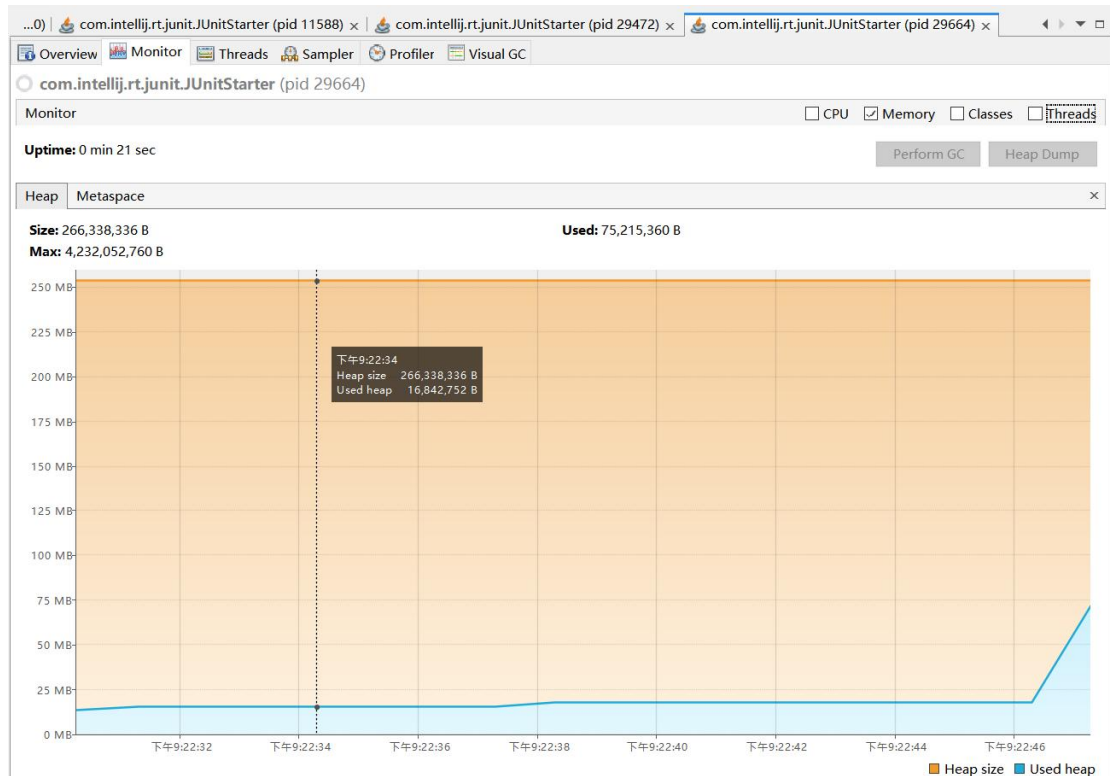
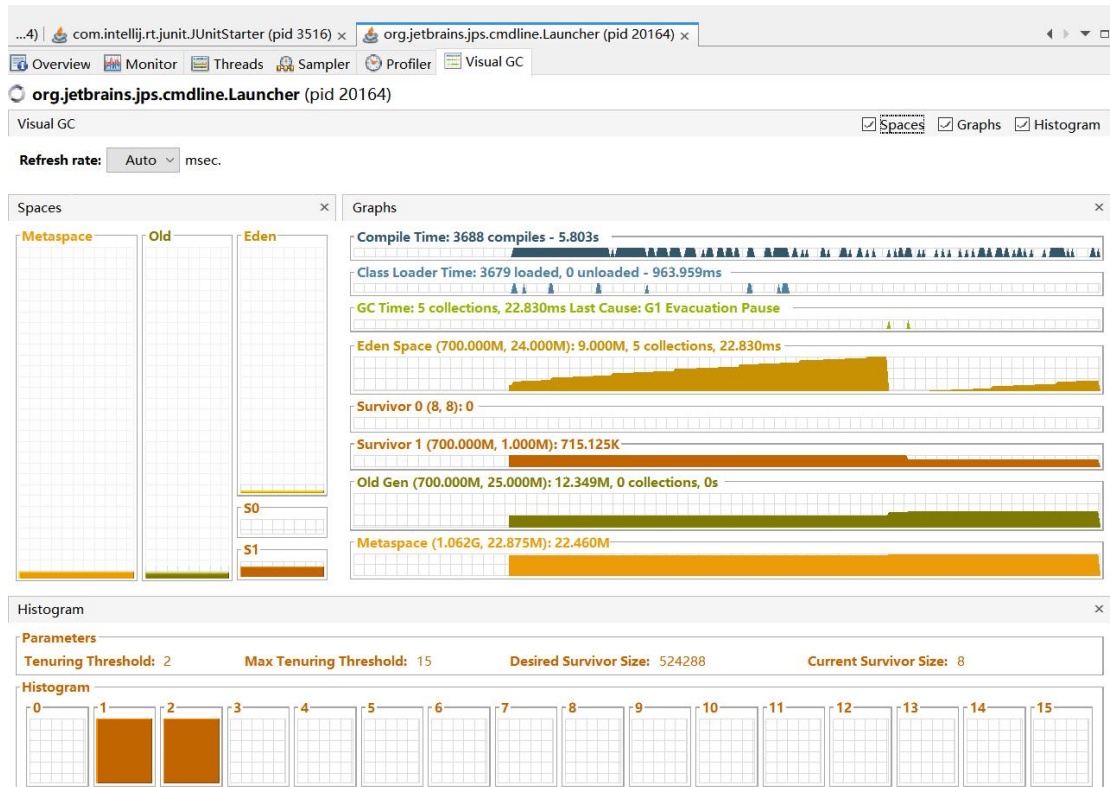
Compare the performance between ConsoleAppender and FileAppender

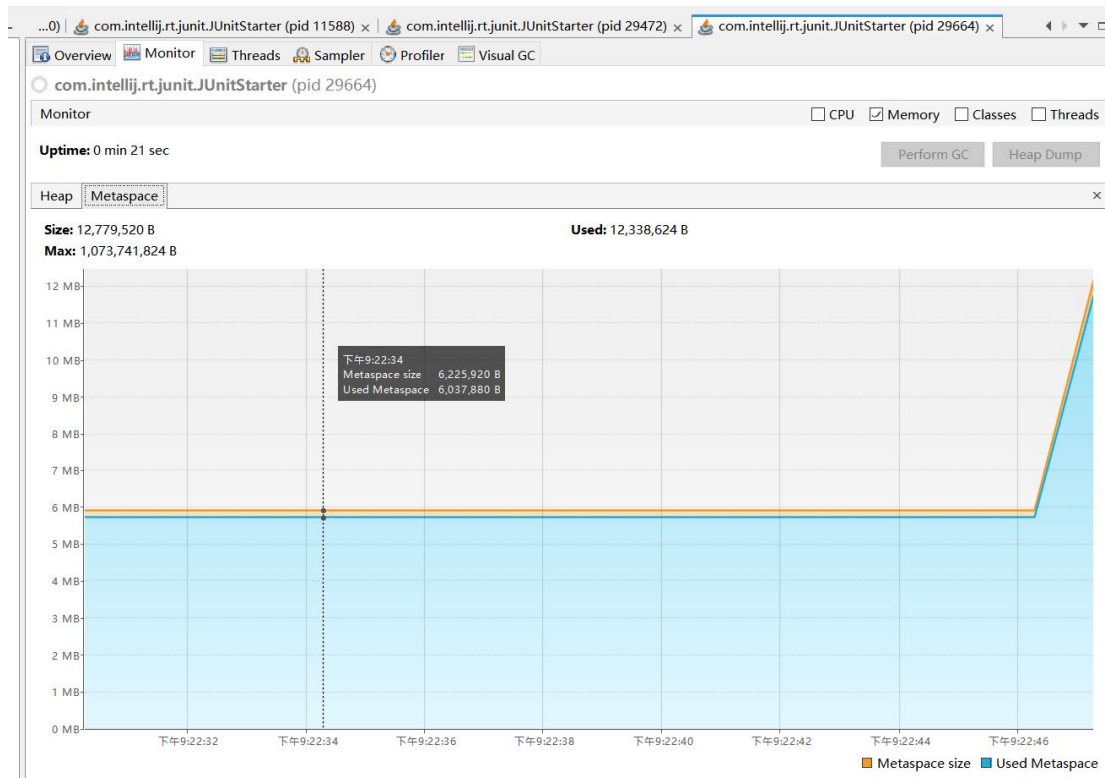
ConsoleAppender





FileAppender



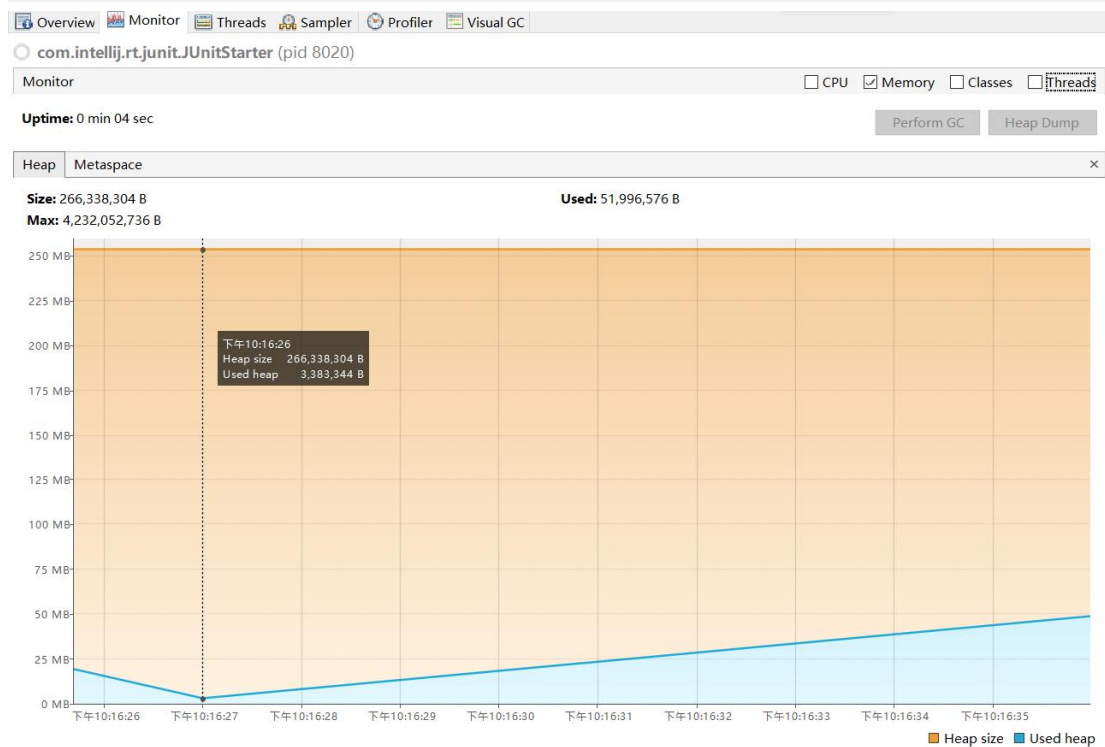
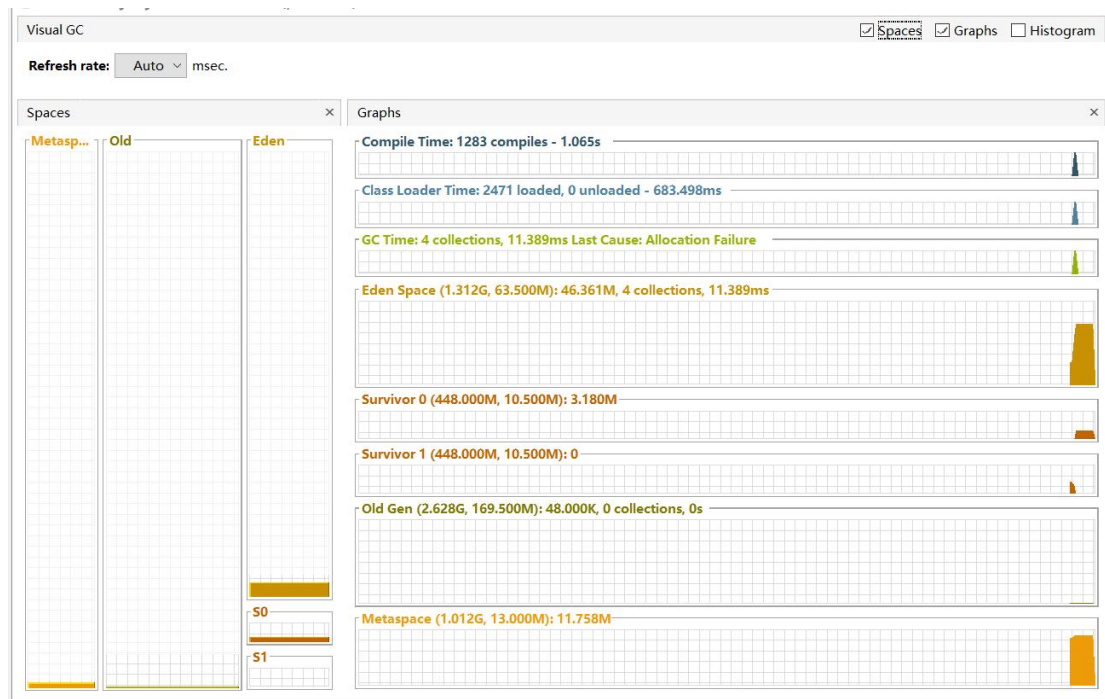


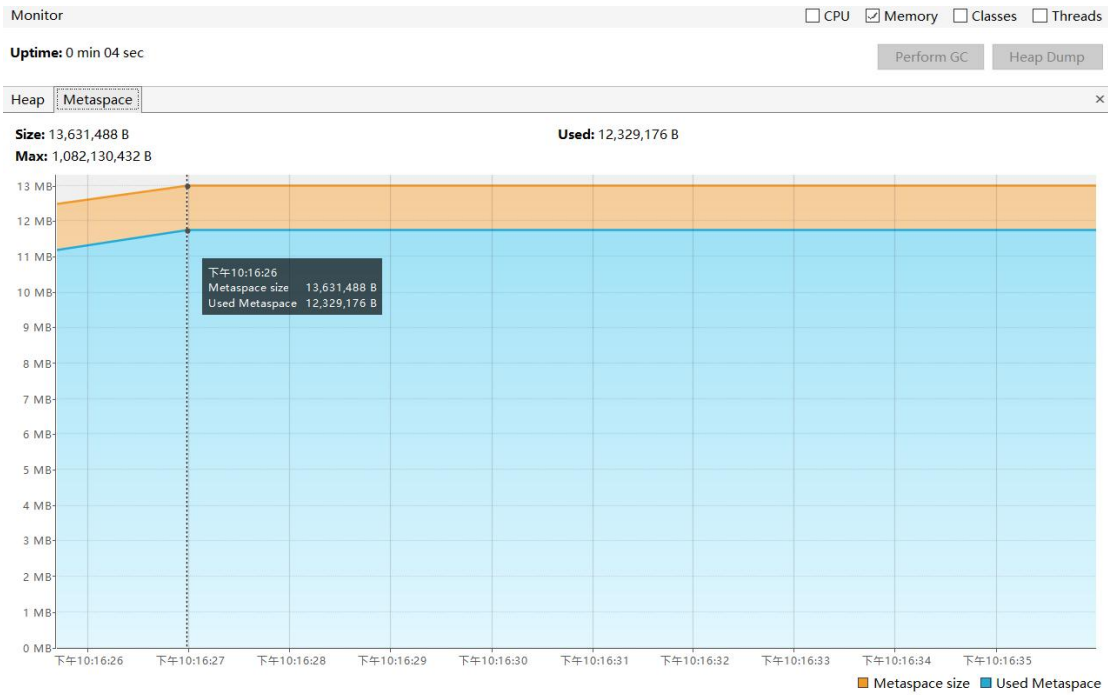
Report:

1. ConsoleAppender consumes less time than FileAppender when they are used to output the same content(logs) with a Logger.
2. FileAppender consumes more memory than ConsoleAppender when they are used to output the same content(logs) with a Logger.

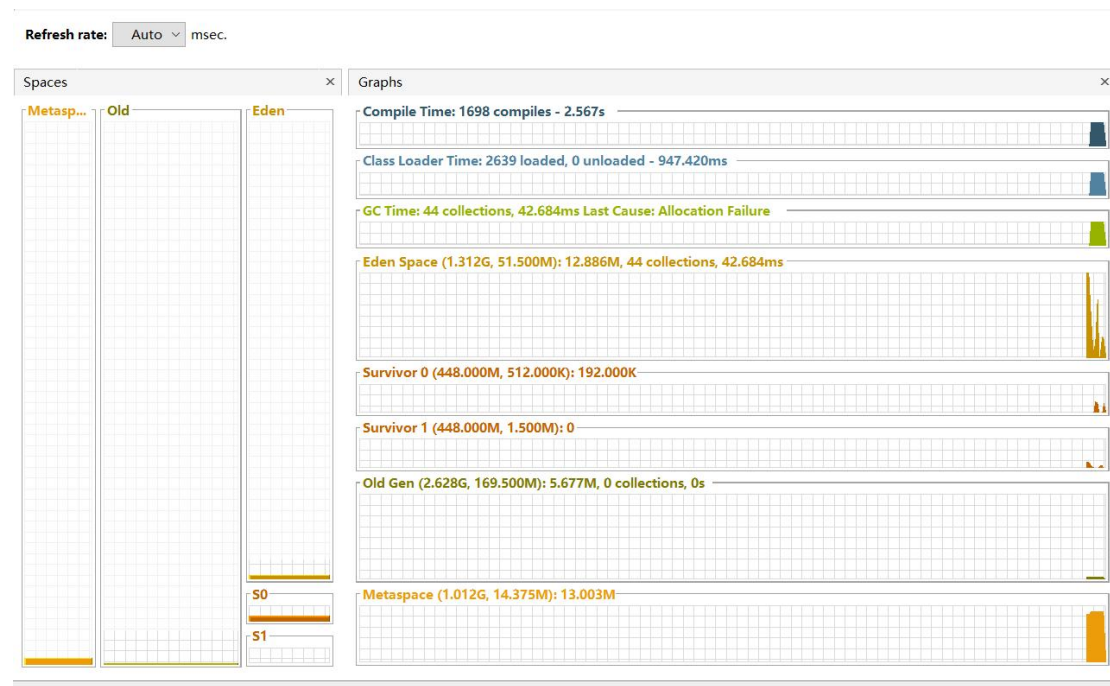
Compare the performance between PatternLayout and VelocityLayout

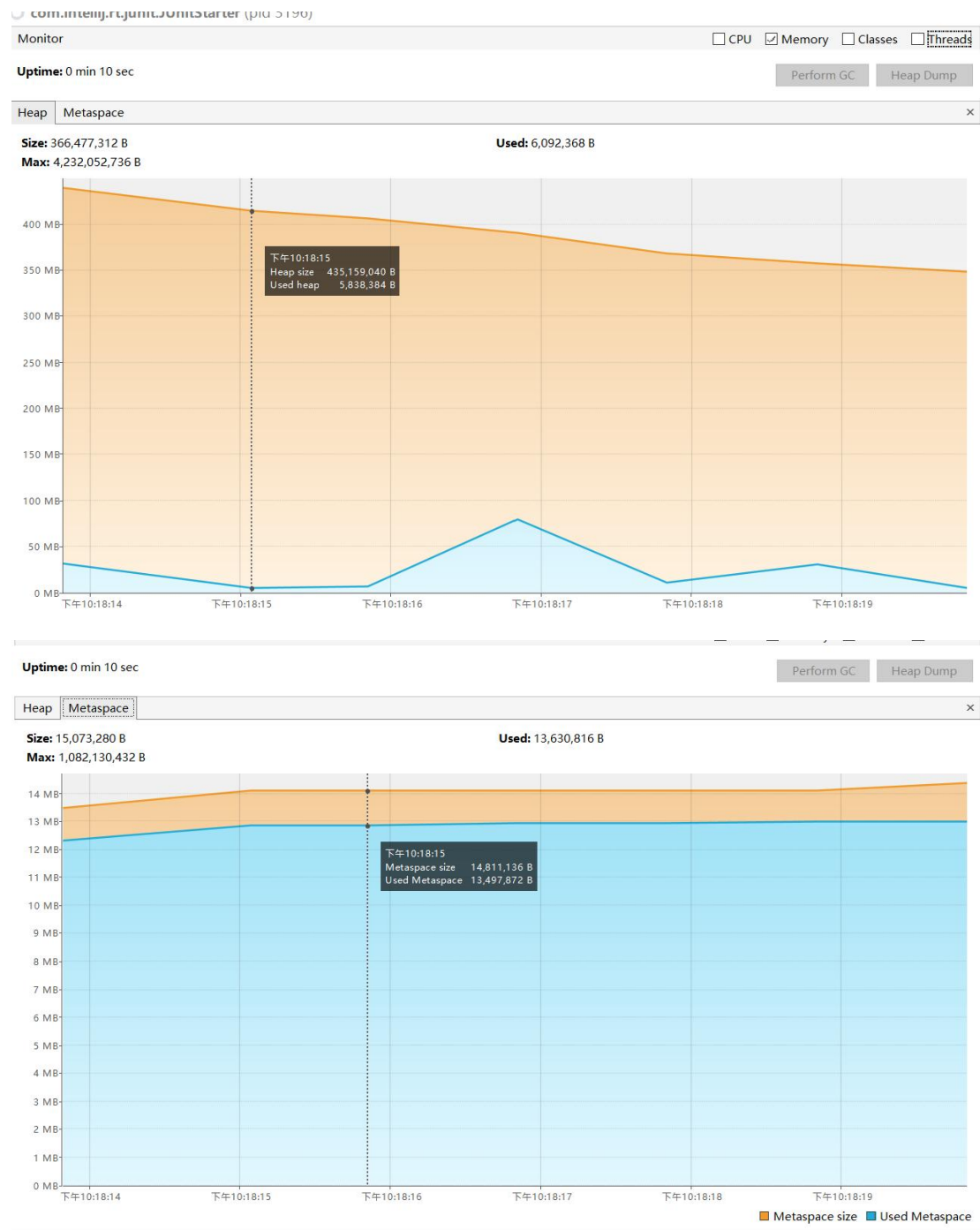
PatternLayout





VelocityLayout

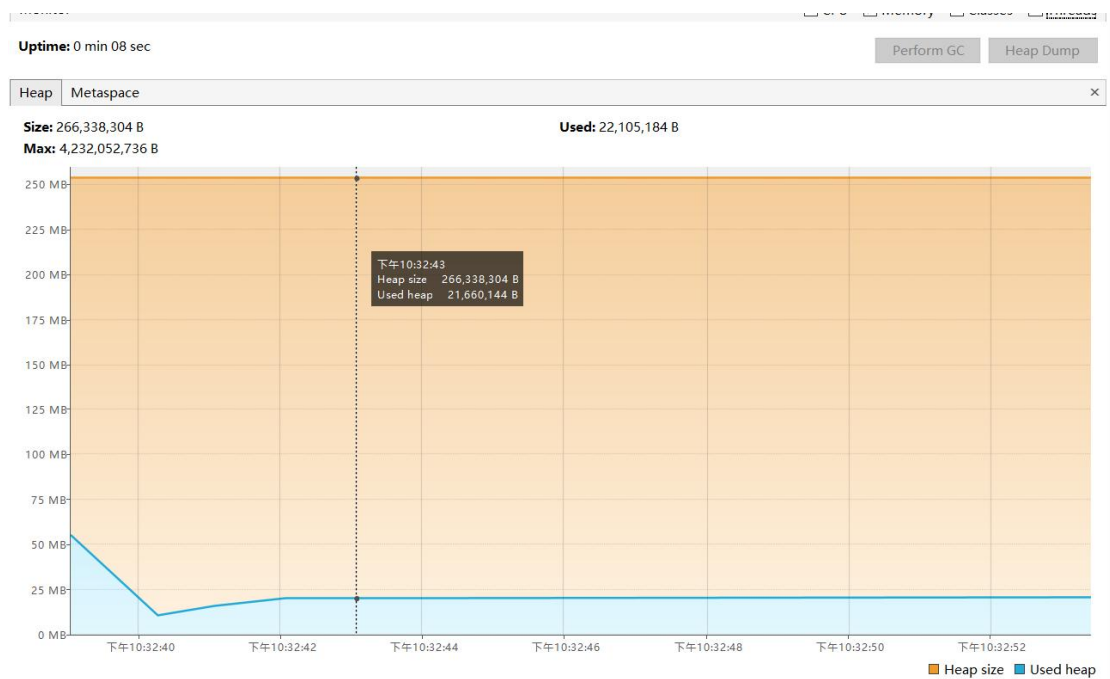
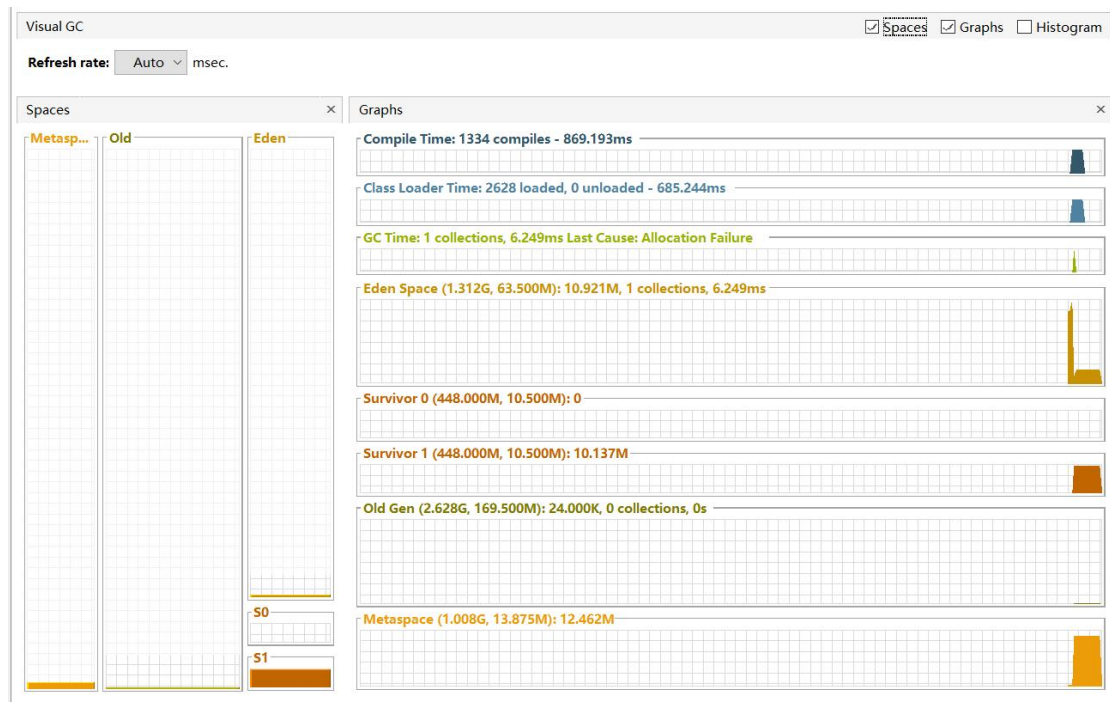


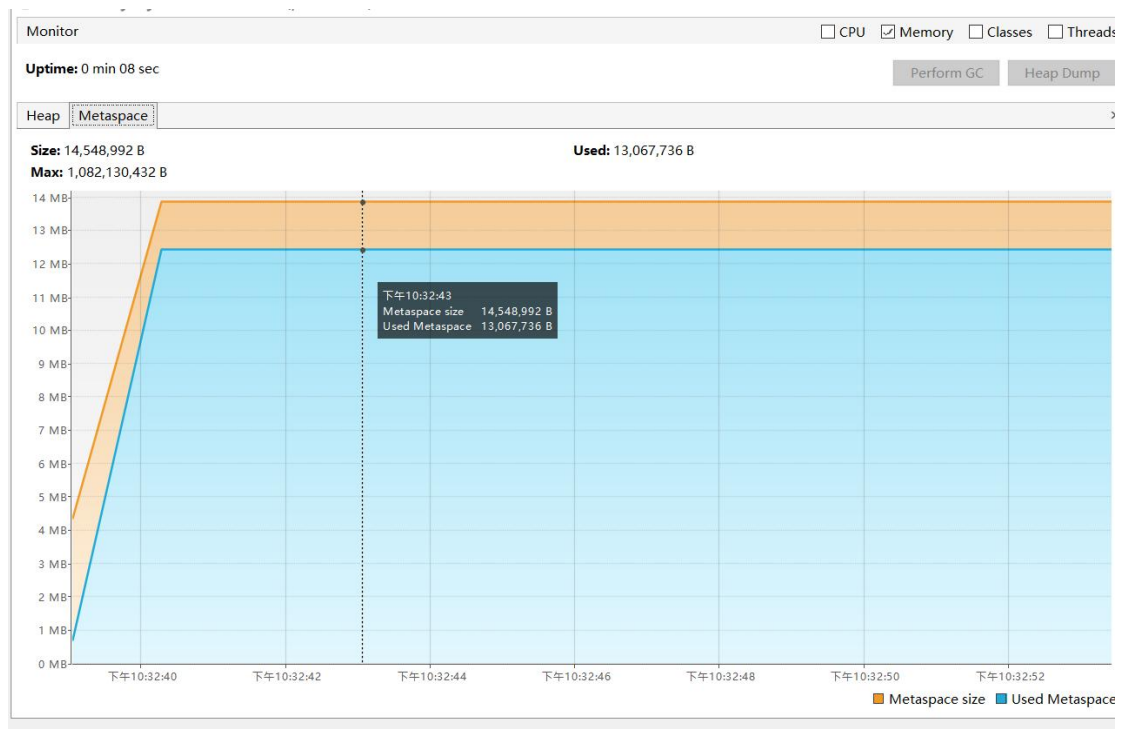


Report:

PatternLayout consumes less time and memory than VelocityLayout when they are used to output the same content(logs) with a logger.

Test performance before and after **maxSize** has been reached, and with different maxSize values.





Report:

If we set a maxSize and a logs' number that have been over the maxSize , it will consume more time and memory than it don't reach the maxSize.