

# Loggings

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Computer Science  
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# Logging

*Logging* is the process of recording events that occur during execution of a program in a central location.

Messages may be written to a logfile or to another location such as the standard error stream, System.err.

# java.util.Logger

java.util.Logger provides logging capabilities.

Each log message has a level of severity:

SEVERE (highest)

WARNING

INFO

CONFIG

FINE

FINER

FINEST (lowest)

# java.util.Handler

A handler receives messages from the logger and writes them to file or the console, or passes them on to be handled elsewhere.

In Java, Handler classes include ConsoleHandler and FileHandler.