

Writing the logger module

We assign our logger function to **module.exports** in order to export it as a Node module and make it accessible from other files

```
app.js
logger.js
public

module.exports = function(request, response, next) {
}
```

The Node module system follows the **CommonJS** specification

Tracking the start time for the request

We use the **Date** object to track the start time.

next();

```
app.js
logger.js
public

module.exports = function(request, response, next) {
   var start = +new Date();
   plus sign converts date Object
        to milliseconds
```

logger.js

moves request to the **next** middleware in the stack

Assigning the readable stream

Standard out is a writeable stream which we will be writing the log to

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;

next();
}
```

Reading the url and HTTP method

The request object gives us the requested URL and the HTTP method used

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;

next();
}
```

Listening for the finish event

The response object is an EventEmitter which we can use to listen to events

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;

  response.on('finish', function() {
    ...
  });
  next();
}
```

the **finish** event is emitted when the response has been handed off to the OS

Calculating the request interval



Composing the log message

logger.js

```
app.jslogger.jspublic
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;
  response.on('finish', function() {
    var duration = +new Date() - start;
    var message = method + ' to ' + url +
      '\ntook ' + duration + ' ms \n\n';
  });
  next();
```

Printing and moving along

We call the write function on the writeable stream in order to print the log

logger.js

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;
  response.on('finish', function() {
    var duration = +new Date() - start;
    var message = method + ' to ' + url +
      '\ntook ' + duration + ' ms \n\n';
    stream.write(message);
prints the log message
 });
 next();
```

Using the logger module

We require and use our logger module in our application

app.js



require and use our module

```
var express = require('express');
var app = express();
var logger = require('./logger');
app.use(logger);
app.use(express.static('public'));
app.get('/blocks', function(request, response) {
  var blocks = ['Fixed', 'Movable', 'Rotating'];
  response.json(blocks);
});
app.listen(3000, function () {
  console.log('Listening on 3000 \n');
});
```

Reading the source for Morgan

https://github.com/expressjs/morgan

