

# Monitoring & Logging

## *Software Architecture*

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April 28, 2025

### *Logging Revision*

- Record what happens in a program
- Order of activities

```
1 static final Logger LOGGER =  
2     Logger.getLogger(LogExample.class.getPackage().getName());  
  
4 LOGGER.log(Level.WARNING, "My {0} has turned {1}",  
5     new Object[]{bodyPart, colour});
```