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A7-1: Log Application

A screen shot of a computer

Description automatically generated

A2-1\_logger.js

// Import the events module

const EventEmitter = require('events');

// Create a class that extends EventEmitter

class Logger extends EventEmitter {

    // Create a method that will be used as the first catch

    firstCatch(message) {

        // Log a message to the console

        console.log(message);

        // Emit the firstCatch event

        this.emit('firstCatch');

    }

    // Create a method that will be used as the second catch

    secondCatch(message) {

        // Log a message to the console

        console.log(message);

        // Emit the secondCatch event

        this.emit('secondCatch');

    }

    // Create a method that will be used as the third catch

    thirdCatch(message) {

        // Log a message to the console

        console.log(message);

        // Emit the thirdCatch event

        this.emit('thirdCatch');

    }

}

// Export the Logger class

module.exports = Logger;

A2-1\_app.js

// Require the EventEmitter class and the logger class

const EventEmitter = require('events');

const Logger = require('./A2-1\_logger');

// Create a new instance of the logger class

const logger = new Logger();

// Create event listeners for the logger class

logger.on('firstCatch', () => console.log('First Listener Called!\n'));

logger.on('secondCatch', () => console.log('Second Listener Called!\n'));

logger.on('thirdCatch', () => console.log('Third Listener Called!\n'));

// Trigger the event listeners

logger.firstCatch('Calling First Listener...');

logger.secondCatch('Calling Second Listener...');

logger.thirdCatch('Calling Third Listener...');