Logs

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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)

Messages with

`java.util.Handler`

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

In Java, `Handler` classes include `ConsoleHandler` and `FileHandler`.