Hibernate Logging by Log4j using properties file

As we know, Log4j and Logback frameworks are used to support logging in hibernate, there are two ways to perform logging using log4j:

- 1. By log4j.xml file (or)
- 2. By log4j.properties file

Here, we are going to enable logging using log4j through properties file.

Steps to perform Hibernate Logging by Log4j using properties file

There are two ways to perform logging using log4j using properties file:

- 1. Load the log4j jar files with hibernate
- 2. Create the log4j.properties file inside the src folder (parallel with hibernate.cfg.xml file)

Example of Hibernate Logging by Log4j using properties file

You can enable logging in hibernate by following only two steps in any hibernate example. This is the first example of hibernate application with logging support using log4j.

Load the required jar files

You need to load the slf4j.jar and log4j.jar files with hibernate jar files.

download all the required jar files

Create log4j.properties file

Now you need to create log4j.properties file. In this example, all the log details will be written in the C:\\javatpointhibernate.log file.

log4j.properties

Direct log messages to a log file

log4j.appender.file=org.apache.log4j.RollingFileAppender

log4j.appender.file.File=C:\\javatpointhibernate.log

log4j.appender.file.MaxBackupIndex=1
log4j.appender.file.MaxBackupIndex=1
log4j.appender.file.layout=org.apache.log4j.PatternLayout
log4j.appender.file.layout.ConversionPattern=%d{ABSOLUTE} %5p %c{1}:%L - %m%n

Direct log messages to stdout
log4j.appender.stdout=org.apache.log4j.ConsoleAppender
log4j.appender.stdout.Target=System.out
log4j.appender.stdout.layout=org.apache.log4j.PatternLayout
log4j.appender.stdout.layout.ConversionPattern=%d{ABSOLUTE} %5p %c{1}:%L - %m%n

Root logger option
log4j.rootLogger=INFO, file, stdout

Log everything. Good for troubleshooting
log4j.logger.org.hibernate=INFO

Log all JDBC parameters
log4j.logger.org.hibernate.type=ALL

download this hibernate example (developed using Myeclipse IDE)

