I’m going to divide my feedback into 2 categories, coding errors and bad practices:

Coding errors:

* In method LogMessage two parameters are named “message” this would cause a compilation error. One of them should be renamed.
* In method LogMessage, the method String.Trim() is called before checking if message is not null. If variable message were to be null it would cause a NullReferenceException.
* Variables “t” and “l” should be assign a value before using them, either by assigning a default value at declaration or by using an else statement to make sure they have a value.
* Variable \_logToFile, \_logToConsole and \_logToDatabase are not been checked before logging the in the file, console and database respectively.
* Method LogMessage nor any of the class variable (\_logToFile, \_logToConsole, \_logToDatabase, \_logMessage, \_logWarning, \_logError) should be static since the variables are assigned in the class constructor. This will cause all the variables to be false if method LogMessage is call before the constructor.
* Variable \_initialized is never used and is not needed if method LogMessage is change to a non-static method.
* Using DateTime.Now.ToShortDateString() without setting CultureInfo could return a Date in dd/mm/yy format which would cause an error if used to name a file. Setting the CultureInfo to “nl-NL” so the date is formatted to dd-mm-yy format instead.
* The file existence verification is wrong, the !File.exist() statement would result in true If the file doesn’t exist which will result in the program trying to read a non-existent file.
* The message type and enable logging types verification only stop the program from assigning values to variables t and l, the program is going to try to log the message.
* The info log to the file doesn’t seem to be too relevant. Changed to log the time and message (the date is already in the file name).
* The SqlCommand didn’t have the connection set. Added the SqlConnection as a parameter in SqlCommand constructor.

Bad practices:

* Variable should be named using the same convention through the whole project, for example private variable are named using underscore and in camelCase. Variable “LogToDataBase” should be change to “\_logToDataBase”.
* Variables should be named to reflect what they are used for in the code. In method LogMessage booleans message, warning and error should be renamed to isAMessage, isAWarning and isAnError; variables t and l should be rename to messageType and fileMessage.
* In App.config a connection string should be set in the connectionString section and not in the AppSettings section.
* Personally prefer accessing namespaces at the beginning of the file instead of accessing them every time one of their classes is use.
* Message type seems to only have one type (either message, warning or error), the message type verification should use else if instead of only if.
* Logging in database, file and console should be implement in different methods which are call from LogMessage.
* I prefer removing curly braces in if blocks with only one line.
* I try to avoid sending more than 3 parameters to methods so I would recommend implementing a Message Class which contains the message and its type.
* Since JobLogger parameters are only set in the constructor I would recommend moving the configuration verification to the constructor.