

# Logging in MobileFirst Cordova applications (JavaScript)

fork and edit tutorial (<https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/>) | report issue (<https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/issues/new>)

## Logging example for hybrid applications (JavaScript)

Outputs to a browser JavaScript console, LogCat, or Xcode console.

```
var MathUtils = function(){  
  var logger = WL.Logger.create({pkg: 'MathUtils'});  
  var sum = function(a, b){  
    var sum = a + b;  
    logger.debug('sum called with args ' + a + ' and ' + b + '. Returning ' + sum);  
    return sum;  
  };  
}();
```

## API calls for specific tasks

Log capture is enabled by default. To turn log capture on or off:

```
WL.Logger.config({capture: false})
```

The default capture level is DEBUG in development and FATAL in production. To control the capture level (verbosity):

```
WL.Logger.config({level: 'FATAL'})
```

Log sending is enabled by default. To turn automatic log sending on or off:

```
WL.Logger.config({autoSendLogs: false})
```

For more information about `WL.Logger API`, see the API reference in the user documentation