Logging in native iOS (Objective-C)

fork and edit tutorial (https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/7.1/advanced-client-side-development/remote-controlled-client-side-log-collection/logging-in-native-ios.html) | report issue (https://github.ibm.com/MFPSamples/DevCenter/issues/new)

Logging example for native iOS (Objective-C)

Outputs to Xcode console

```
#import "OCLogger.h"

+ (int) sum:(int) a with:(int) b{
    int sum = a + b;
    OCLogger* mathLogger = [OCLogger getInstanceWithPackage:@"MathUtils"];
    NSString* logMessage = [NSString stringWithFormat:@"sum called with args %d and %d. Returning
%d", a, b, sum];
    [mathLogger debug:logMessage];

    return sum;
}
```

API calls for specific tasks

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

`OCLogger.setCapture(NO)`

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

`OCLogger.setLevel(OCLogger_DEBUG)`

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

`OCLogger.setAutoSendLogs(NO)`

> For more information about `OCLogger API`, see the API reference in the user documentation