Client-side log collection

Overview

Logging is the instrumentation of source code that uses API calls to record messages in order to facilitate diagnostics and debugging. MobileFirst Foundation provides a set of `Logger` API methods for this purpose.

The MobileFirst `Logger` API is similar to commonly used logger APIs, such as `console.log` (JavaScript), `java.util.logging` (Java) and `NSLog` (Objective-C), and provides the additional capability of persistently capturing logged data for sending to the MobileFirst Server to be used for analytics gathering and developer inspection. Use the `Logger` APIs to report log data at appropriate levels so that developers who inspect logs can triage and fix problems without having to reproduce problems in their labs.

Availability

MobileFirst-provided `Logger` API methods can be used with iOS, Android and Cordova applications.

Logging levels

Logging libraries typically have verbosity controls that are frequently called **levels**. From least to most verbose: ERROR, WARN, INFO, LOG and DEBUG.

> **Note:** Using FATAL will result in collecting an app crash. To not skew your app crash data we recommend not using this keyword.

Log Capture

Client log capture can be controlled via several ways:

- By the client itself,
- Or by the MobileFirst Runtime Server.

Logging from client applications:

- Logging in JavaScript (Cordova, Web) applications (javascript/)
- Logging in iOS applications (ios/)
- Logging in Android applications (android/)

Crash capture

The MobileFirst client SDK, on Android and iOS applications, captures a stack trace upon application crash and logs it at FATAL level. This type of crash is a true crash where the UI disappears from the user's view. In Cordova applications, captures JavaScript global errors and if possible a JavaScript call stack, and logs it at FATAL level. This type of crash is not a crash event, and might or might not have any adverse consequences to the user experience at run time.

Crashes, uncaught exceptions, and global errors are caught and logged automatically.

For more information

> For more information about logging and log capture, see the user documentation.