**Server Logger.cpp:**

#include "Logger.h"

#include <iostream>

#include <ctime>

Logger::Logger(const std::string& filename) : log\_file(filename, std::ios::app) {

if (!log\_file.is\_open()) {

std::cerr << "Failed to open log file: " << filename << std::endl;

}

}

Logger::~Logger() {

if (log\_file.is\_open()) {

log\_file.close();

}

}

void Logger::log(const std::string& message) {

std::time\_t now = std::time(nullptr);

char buffer[100];

std::strftime(buffer, sizeof(buffer), "%Y-%m-%d %H:%M:%S", std::localtime(&now));

log\_file << buffer << ": " << message << std::endl;

}