

Manual

How to build

Current library implementation doesn't use any external libraries apart from xUnit (for unit testing), so the only thing that is needed is a fresh C# Net 8.0 project.

Integration

Just add the library to a console project and you can use following to test the code to test it. File logger will create a file in the binary location, unless path is specified.

```
using LT_Test;
using LT_Test.Loggers;

var consoleLogger = new ConsoleLogger();
await consoleLogger.LogAsync("This is a test console message.");

var fileLogger = new FileLogger("log.txt");
await fileLogger.LogAsync("This is a file log message.");
await fileLogger.LogAsync("This is a file log message 2.");

var TCPLogger = new TCPLogger("127.0.0.1", 4444);
await TCPLogger.LogAsync("This is a TCP log message.");
await TCPLogger.LogAsync("This is a TCP log message 2.");

Logger logger = new Logger();

logger.RegisterLogger(consoleLogger);
logger.RegisterLogger(fileLogger);
logger.RegisterLogger(TCPLogger);

await logger.LogAsync("This is a test message using all registered loggers.");
```