Global Logging: JavaScript and TypeScript

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PRINCIPAL ARCHITECT

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Overview

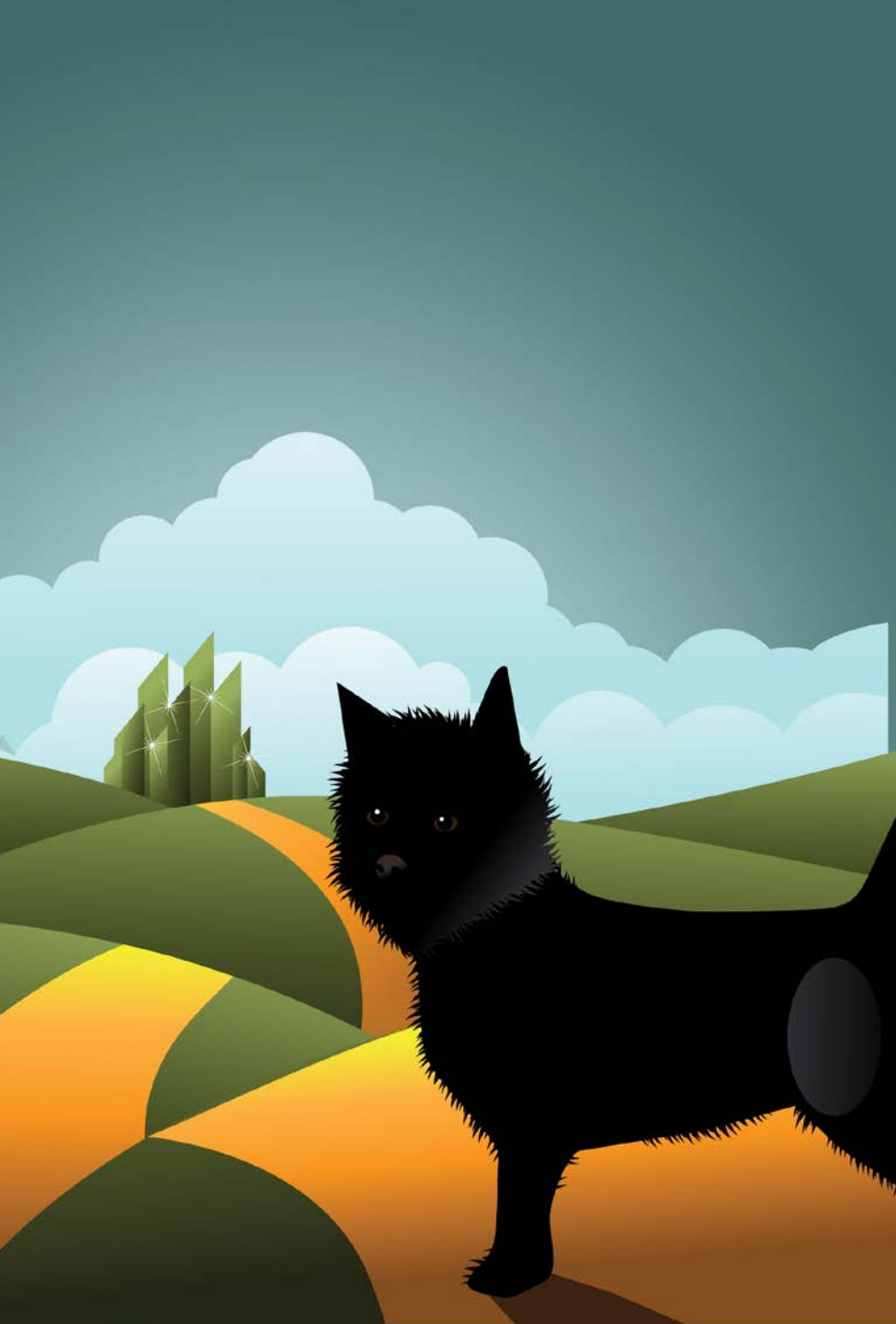**We're not on the server anymore, Toto!**

Log entry considerations
- Types
- Information

Demo
- On-page Javascript
- Full Angular 4 application

Implications / Considerations

- Logging is done via API call
- Which timestamp – caller or API?
- Security for calls

But since we're here…..

- Any other application could call API
  - Xamarin / Mobile
  - Non-.NET applications

Types of Log Entries: JavaScript

Usage

Performance

Error

Diagnostic

Same concepts as ASP.NET Websites apply

Ad-hoc when mixed with server-side apps

More global when in SPAs

Information to Log : JavaScript

Where from?

Product = ToDo

Layer = JsClient

Location = window.location

Hostname = N/A *

Who is in play?

User = Logged in

What else?

Time spent

Parameters

Demo

Add page with JavaScript to MVC app

Add some logging

- Add API project to Flogging
- Add flogging.js as logging library
- Instrument on-page JS

Look at a simple Angular 4 app

- Add logging utility
- Instrument in app

Summary

Logging via API
- Special considerations
- Other applications

Used ad-hoc logging calls in mixed apps

More global instrumentation in SPAs

Up Next: WPF / WCF client-server desktop apps!