#include "logger.h"

#include <iostream>

Logger::Logger(const std::string& fileName) : logFileName(fileName) {

logFile.open(logFileName, std::ios::out | std::ios::app);

if (!logFile.is\_open()) {

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

}

}

Logger::~Logger() {

if (logFile.is\_open()) {

logFile.close();

}

}

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

std::lock\_guard<std::mutex> lock(mtx);

std::cout << message << std::endl;

if (logFile.is\_open()) {

logFile << message << std::endl;

}

}