

Log files collected by Chimple

Chimple will be collecting log files from the tablets and syncing them to the local ftp server. Each tablet is identified by a UUID. The current implementation uses a pseudo-random UUID provided by Android API: `UUID.randomUUID()`. This UUID is generated on each tablet when it first initializes itself.

The folder structure of the log files on the ftp server will be as below:

▼ local	This folder contains photos of the tablet owner and can remain local. No need to send it back to us
▼ 2fed42d2-8d98-41f5-b2dd-68ebeec3815e	Each folder contains the unique id of the tablet and the contents can be used to restore basic state
2fed42d2-8d98-41f5-b2dd-68ebeec3815e.jpg	This is the photo of the tablet owner
database.txt	This is the backup of the database on the tablet containing only essential data needed for backup
▼ 07eae23-cf98-4051-8027-93dc5f51c0e5	
07eae23-cf98-4051-8027-93dc5f51c0e5.jpg	
database.txt	
▶ a035032b-6673-4401-9854-590c65241d7a	
▶ b0860efa-8577-4bbb-9504-23e92a46a3d5	
▶ f64ceb52-5e00-4e8a-94a5-5b53d272b8bf	
▼ remote	This folder contains logs that will be sent back to us
▼ 2fed42d2-8d98-41f5-b2dd-68ebeec3815e	Each sub folder corresponds to one tablet and files inside are timestamped
crash.20170831120454432.log	This is one crash log
crash.20170831143244542.log	This is another crash log
userlog.20170831150345024.log	This is one activity log which says what the user did - which lesson was clicked, which game was played
▼ 07eae23-cf98-4051-8027-93dc5f51c0e5	
crash.20170831120454432.log	
crash.20170831143244542.log	
userlog.20170831150345024.log	
▶ a035032b-6673-4401-9854-590c65241d7a	
▶ b0860efa-8577-4bbb-9504-23e92a46a3d5	
▶ f64ceb52-5e00-4e8a-94a5-5b53d272b8bf	

The local folder need not be sent back to Chimple and only is present for the sake of syncing state back to the tablet if a tablet needs to be replaced. Also, please note that currently we are not making use of this feature and will probably be using this in our next update.

The remote folder will contain different folders identified by the UUID corresponding to each tablet. Inside each folder, incremental `userlog.<timestamp>.log` files are present which contain activity information of the child. The syntax of the log file is:

RowId | EntityType | EntityID | Event | EventTime

Field Name	Explanation
RowId	This id is serially generated to identify each row
EntityType	This describes the entity for which the event has been logged. We use an internal id which corresponds to each entity. Some entities are: <ul style="list-style-type: none">• Lesson• Letter• Word• Syllable• Game

EntityID	The ID of the entity. For example, if the entityType is Letter, this could correspond to A. Or if the entityType is Lesson, this could correspond to the 21 st lesson.
Event	This describes the event that was triggered. Some examples would be: <ul style="list-style-type: none"> • Start • End • Pause • Resume • Coin Earned
EventTime	The time according to the local time when this event occurred

In addition to the log files, we will also be storing any crash logs if they occur in our game or program. These will be the standard Android crash log containing where the exception occurred. They will be identified by the names crash.<timestamp>.log