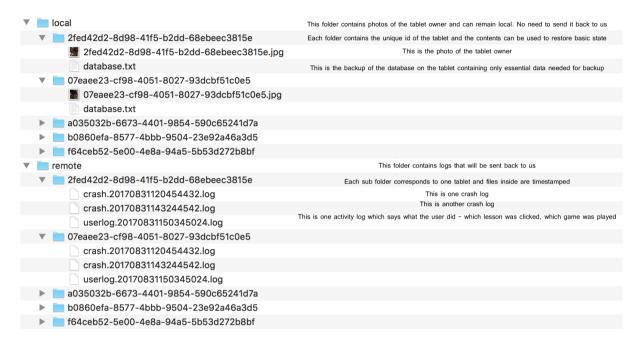
## Log files collected by Chimple

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:



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:

Rowld | EntityType | EntityID | Event | EventTime

Field Name	Explanation
Rowld	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:
	• 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 <sup>st</sup> lesson.
Event	This describes the event that was triggered. Some examples would be:  • Start  • End  • Pause  • Resume  • Coin Earned
EventTime	The time according to the local time when this event occured

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.<a href="mailto:stamp">crash</a>.<a href="mailto:stamp">stamp</a>>.log