## Generalizing the Seq configuration

## Start

Let's generalize our logging configuration to make it easy for all microservices to start sending logs to Seq.

## In Common repo

```
1. Copy the Seq NuGet package reference to Play.Common.csproj:
<Project Sdk="Microsoft.NET.Sdk">
<ItemGroup>
  <PackageReference Include="MongoDB.Driver" Version="2.11.6" />
  <PackageReference Include="Seq.Extensions.Logging" Version="6.0.0" />
</ltemGroup>
</Project>
2. Copy SeqSettings.cs to Play.Common\Settings (fix namespace):
namespace Play.Common.Settings
  public class SeqSettings
    public string Host { get; init; }
    public int Port { get; init; }
    public string ServerUrl
      get { return $"http://{Host}:{Port}"; }
    }
  }
3. Add a new Logging directory.
4. Add Extensions.cs under the Logging directory:
namespace Play.Common.Logging
 public static class Extensions
```

```
public static IServiceCollection AddSeqLogging(this IServiceCollection services, IConfiguration config)
{
    services.AddLogging(loggingBuilder =>
    {
       var seqSettings = config.GetSection(nameof(SeqSettings)).Get<SeqSettings>();
       loggingBuilder.AddSeq(serverUrl: seqSettings.ServerUrl);
    });
    return services;
}
```

- 5. Commit and push changes.
- 6. Track the GitHub workflow until the new NuGet package is published

## In Trading repo

- 7. Remove the Seq.Extensions.Logging package reference in Play.Trading.Service.csproj
- 8. Bump the version of Play.Common to the just published one <Project Sdk="Microsoft.NET.Sdk.Web">

```
...
<ItemGroup>
...
<PackageReference Include="Play.Common" Version="1.0.12" />
...
</ItemGroup>
</Project>
```

- 9. Delete SeqSettings.cs
- 10. Update Startup.ConfigureServices to use the new extension method:

```
public void ConfigureServices(IServiceCollection services)
{
    ...
    services.AddSeqLogging(Configuration);
}
```

- 11. Start the service and verify logs show up in Seq portal
- 12. Commit and push changes

In the next lesson you will deploy Seq to your K8s cluster.