

Logging

Logging is the process of writing log messages during the execution of a program to a central place. This logging allows you to report and persist error and warning messages as well as info messages (e.g., runtime statistics) so that the messages can later be retrieved and analyzed.

In our application, Logging is done using log4j and slf4j. Slf4j is preferred over commons-logging api.

Logger class object is used to output all messages to .log file located in a folder within project base directory as specified within log4j.properties file.

Configuration of output directory and log4j output file is specified below.

Configuration :

- Log4j and sl4j are configured using these dependencies
 - [slf4j-api](#)
 - [jcl-over-slf4j](#)
 - [slf4j-log4j12](#)
- Create a log4j.properties file, and put it in the resources.
- Attributes of properties file
 - The level of the root logger is defined as **INFO**, The **INFO** the appender named **file** and **stdout** to it.
 - The appender **file** is defined as **org.apache.log4j.RollingFileAppender**. It writes to a file named **log4j-application.log** located in the **log** directory.
 - The layout pattern defined is **%d{yyyy-MM-dd HH:mm:ss} %-5p %c{1}:%L - %m%n**, which means the printed logging message will be preceded by a time stamp and followed by a newline character.
 - The maximum file size is 5MB and maximum backup index is 10.

References :

- [Tutorials Point](#)
- [Mkyong](#)