How To Use

This component was created in order to have a quick way of integrating log4net logging into .Net applications.

The module provides 3 implementations:

1. LogUtility – synchronous logging;
2. AsynchronousLogUtility – asynchronous logging;
3. NoLogging – empty implementation to use when wanting to disable logging in one component.

The component provides ILogUtility interface, which is implemented by the 3 above classes.

Instantiating loggers:

* Asynchronous:

var config = new LogConfiguration(

Path.Combine(Path.GetDirectoryName(Assembly.GetExecutingAssembly().Location), "App.config"),

"LogUtil1");

\_asynchronousLog = new AsynchronousLogUtility(config, true);

* Synchrounous:

var config = new LogConfiguration(

Path.Combine(Path.GetDirectoryName(Assembly.GetExecutingAssembly().Location), "App.config"),

"LogUtil1");

\_synchronousLog = new LogUtil(config, true);

* NoLogging:

ILogUtility logger = NoLogging.Instance;