

Logging Low Level Design - SafeRide

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Logging Overview

Purpose

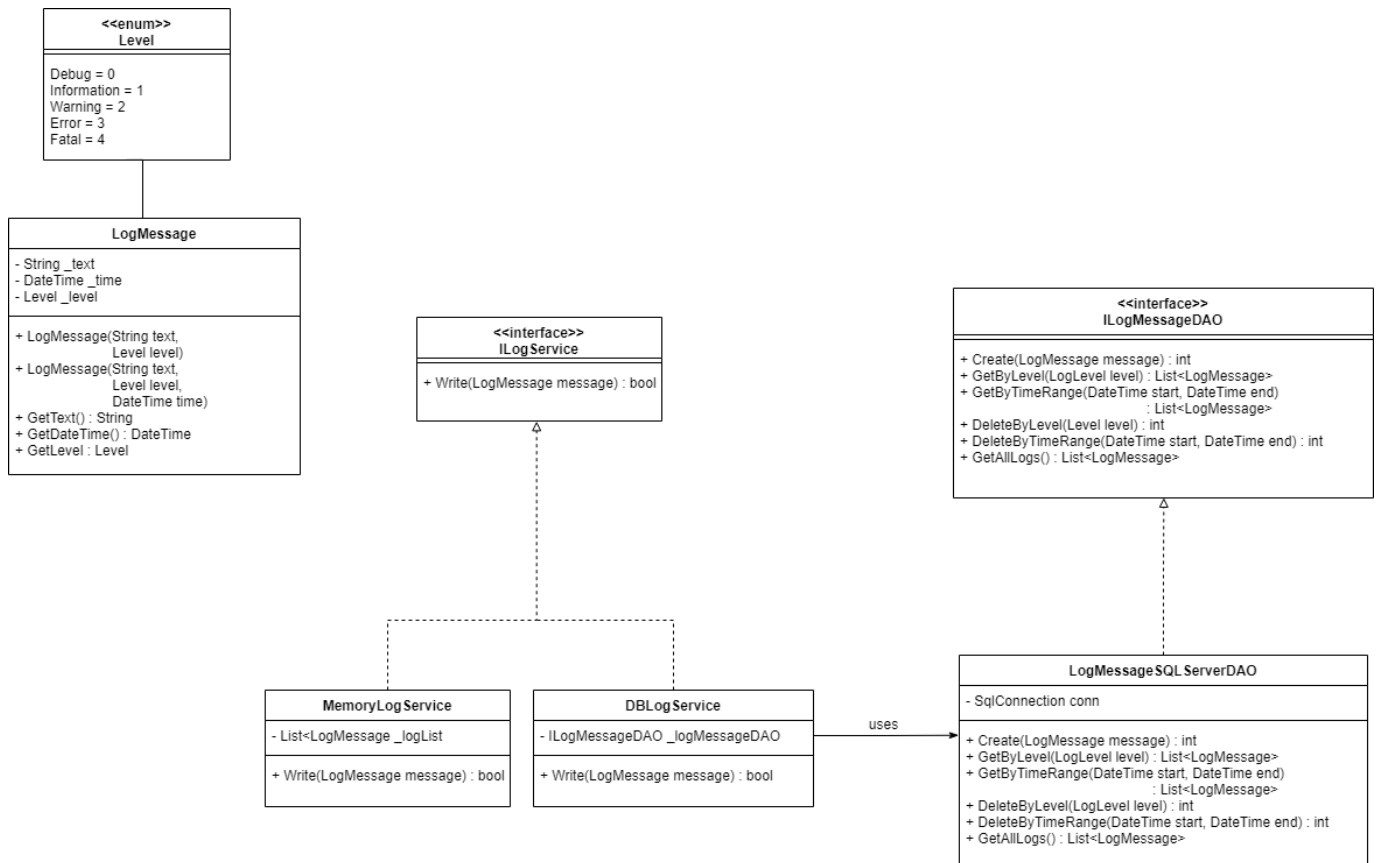
The purpose of logging is to provide a system-wide component to keep track of events for auditing and maintenance purposes. The logging component can be called from any class and will allow callers to create log messages and write those messages to a data store. An in-memory logger component that does not write to a data store is also included for testing purposes.

Dependencies

- Must have a database set up with a valid connection string and tables for “Logs” exists
 - SQL Server 2019 Express will be used for this application

Logging - UML

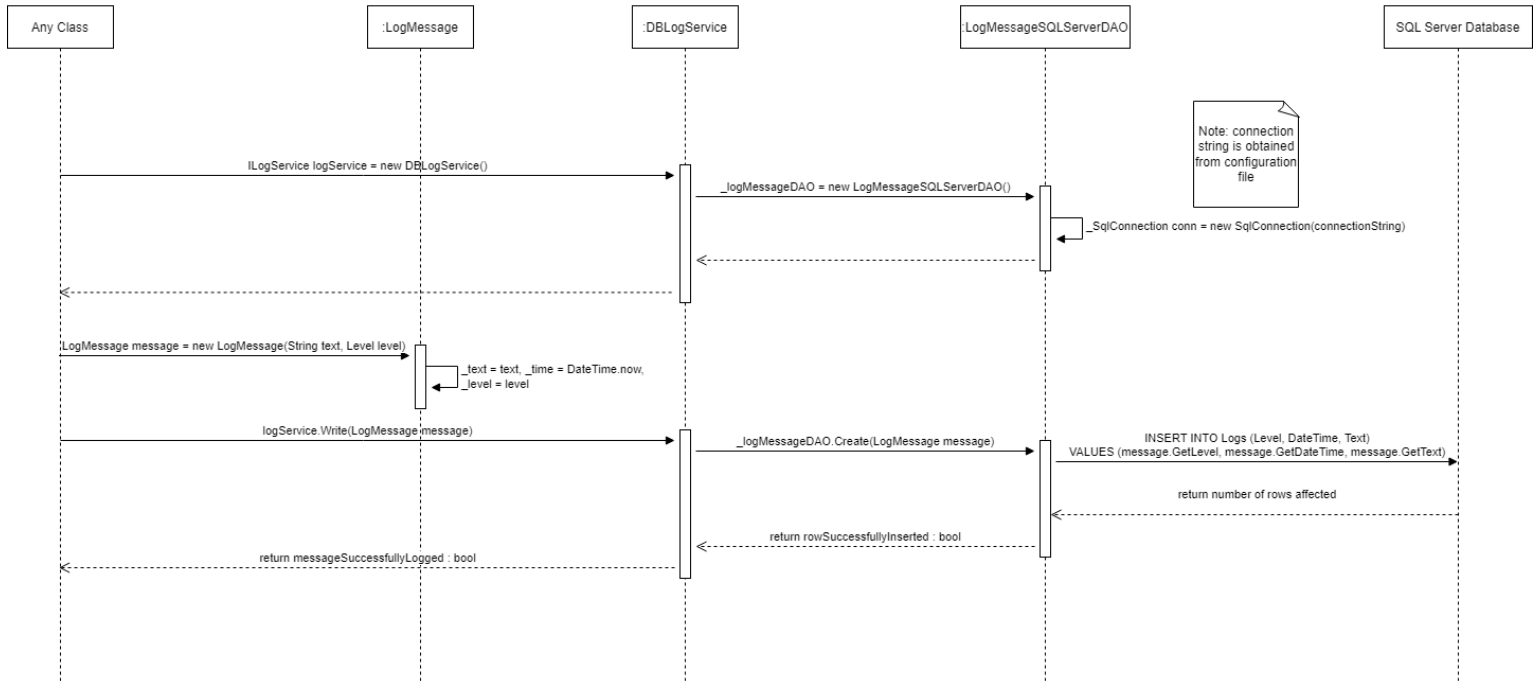
[Link to draw.io diagram](#)



Logging - Sequence Diagram

[Link to draw.io diagram](#)

Sequence Diagram:
Writing to log (w/
database)



Sequence Diagram:
Writing to log (w/o
database)

