# Logging

Set up a log file in app’s background that contains:

* Connection state *changes* with timestamp
* Reads and writes with timestamp
* Notifications (ie errors) with timestamp

# Development Strategy

* Use simulated Bluetooth device with app until all functionality/utility of the app has been tested
* Once app is running, then use Bluetooth connection. This way, for prototyping, a Bluetooth connection can be ‘faked’ if we cannot set it up (but still allows for proof of concept).
  + If Bluetooth cannot be implemented, App can read from file output from console by Jetson Nano