

CSC301

Observers & adapters in action - Implementing a logging library

Case Study

- The goals of this case study are to:
 - Learn about common software engineering challenges.
 - Apply some of the techniques we learned to help us with these challenges.
 - Realize that professional libraries are not as simple as they seem
 - Requirements evolve as developers push tools to their limits.
 - Extensible and flexible design is extremely important

Case Study

- You've probably done some logging in your life
 - Ex: Print statement to verify that your code is behaving as expected
- `System.out.println` only gets you so far...
 - Need to evolve our requirements
 - Eventually, requirements become demanding enough to justify creating a library.

OK, let's go through the example ...

Note: We will only go through steps 1 through 9

Case Study

- Are we done?
 - You are never done working on a library,
 - But you have to stop at some point
- What are we missing?
- What can we improve?

Further improvements?

- User story:
 - As a programmer, I would like to define a custom logging level, `PRODUCTION-DEBUG`, that is between `DEBUG` and `INFO`
- Can we make our library more flexible?
- Any ideas?

Further improvements?

- User story:
 - As a programmer, I would like to use an appender that writes messages over the network, without having it slowing down my application
- Solution: Do all logging in a separate thread
 - Possibly using a thread-pool

Further improvements?

- Problem: Flushing the buffer on each log message is inefficient.
 - Flush the buffer = Write to disk
 - Slower than memory IO
- Solution: Flush buffer in a shutdown hook
- Problem: Log file is not updated in real time. Difficult to use it for debugging.

What to do? Decide on a trade-off

How Much Should We Improve?

It's easy to think of more use cases and features, but ...

- We can't keep improving our software forever, we need to release!
 - Get users
 - Collect feedback
 - Figure out which improvements are important to your users (and which aren't)