

# Adding a Logger and Creating Log Messages

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# Overview



- Overview of `java.util.logging`
- Log levels
- Log handler
- Different log methods
- Improve the Carved Rock Fitness user problem using logging along the way





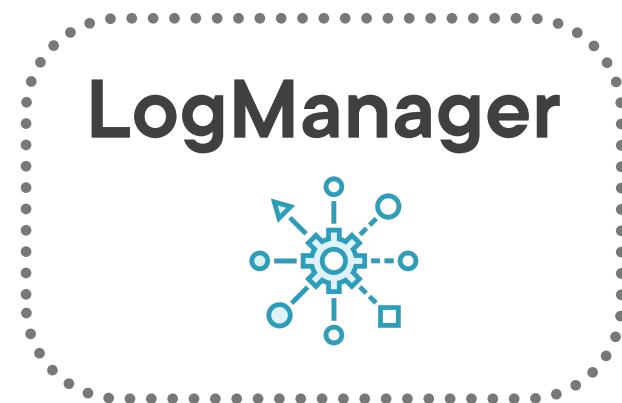
**Different loggers available**

**Very popular library: log4j**

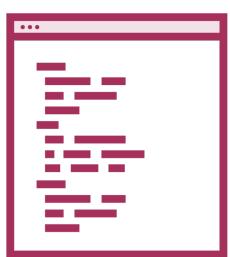
**Since Java 1.4: java.util.logging**



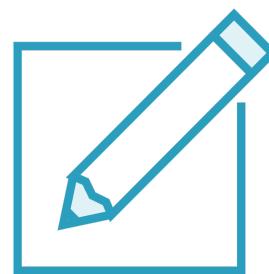
# Overview Java Logging



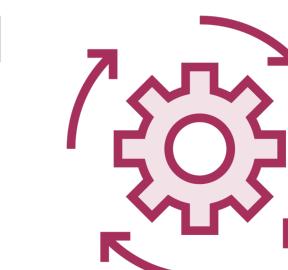
**App**



**Logger**



**LogRecord**



**External log file**



**Filter**



**Filter**



**Formatter**





**Different log levels**

**Log levels represent severity of situation**

**Important to use the right one**



**SEVERE**  
**WARNING**  
**INFO**  
**CONFIG**  
**FINE**  
**FINER**  
**FINEST**



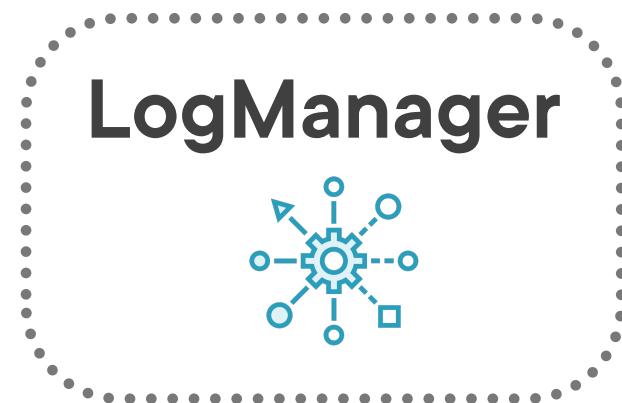
# Demo



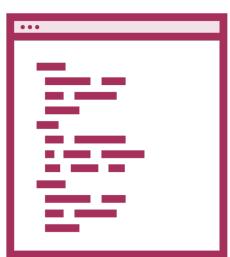
- Set the level
- Check the log



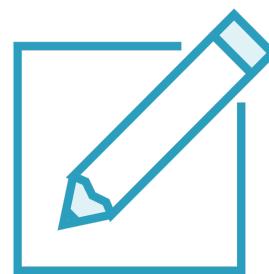
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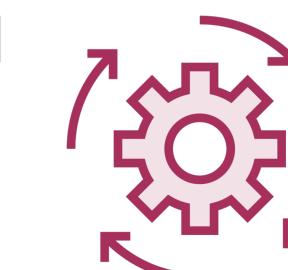
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## Log Handlers

**Handlers format the message using a formatter**  
**Sends the message to the log place**





**ConsoleHandler**  
**FileHandler**  
**StreamHandler**  
**SocketHandler**  
**MemoryHandler**



# Demo



- **Use ConsoleHandler**
- **Change the log level**



# Different Log Methods

```
LOGGER.log(Level.INFO, "This is an example message");
```

```
LOGGER.logp(Level.INFO, LogExample.class.getName(), "sourceMethodName", "This is an example  
message");
```

```
LOGGER.logrb(Level.INFO, ResourceBundle.getBundle("en_US"), "This is an example message");
```



# Demo



- Use different log methods
- Check the log



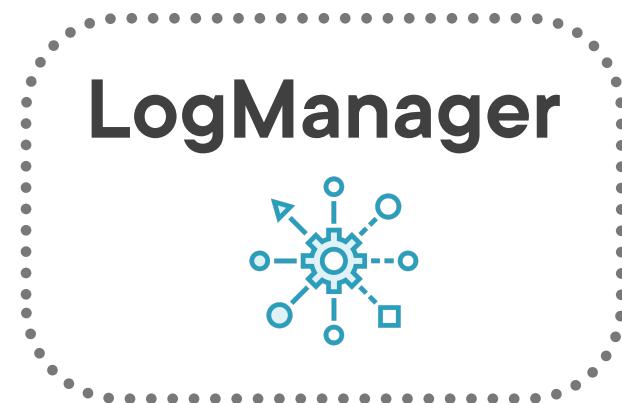
# Summary



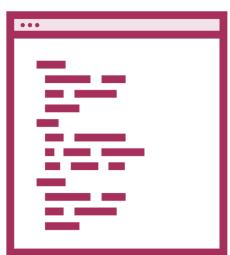
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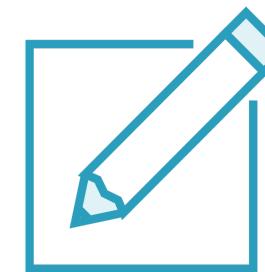
# Overview Java Logging



**App**



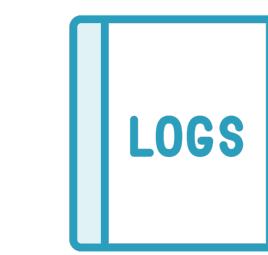
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Up Next:  
Managing and Configuring Logging

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