

Zero to Hero: Logging in .NET

Log Levels

- Trace = 0 - Super detailed, disabled by default
- Debug = 1 - Helpful only for active debugging
- Information = 2 - Tracking general app flow
- Warning = 3 - Abnormal or unexpected events
- Error = 4 - Flow at application stopped due to failure
- Critical = 5 - Unrecoverable error or crash
- None = 6 - Specifies you want no logs

ILogger built into all programs

Use a LoggerFactory to initialize a logger for the application i.e. Console logger

Structured Logging: also called Semantic Logging
allows us to capture context/scope instead of just a simple string

Log Category: Generally use class name

GetMinimumLevel allows you to choose which messages you will see.

EventId - Custom field you can set to help group logs.

You can add a host to a console app to mimic ASP behavior and call `host.Services.GetRequiredService<ILogger>` to get access to logger

appsettings.json by default has logger configuration in it.

Log Filters allow you to customize which logs make it through based on custom attributes per provider.

You can use providers to target specific logging targets like Application Insights

Log Message Template formatting: $\{ \{ \text{Total} \} \}$ ^{currency} ↓

You can use logger scopes to do custom things with a using statement for a chunk of code

You can create an IDisposable object using a Stopwatch to time operations

You can create a BackgroundService to change log levels dynamically while the application is running

Seriallog Logging Library

- Seriallog Provider equivalent is called Sinks.
- There are a ton more sinks than there are ILogger Providers
- Seriallog has a static Log.Logger entry
- Seriallog provides an enricher to add extra data to each log.
- @ Symbol for parameters gives json for parameter
- Can use operations to get times logged and you can use thresholds to log warnings/errors for operations taking too long
- You can mask certain properties with `[LogMasked]` or remove it with `[NotLogged]` attribute
- You can log async in `WriteTo.Async()`
- You can use `LoggerMessage.Define` to define message types for more performance logging
- Logging Source Generators allow highest performance