Colorful Flutter Logs

Friday, December 9, 2022 3:35 PM



Logging - Logging is the process printing information about your code.

You can install Logging package in flutter then create a function where you can define your logs.

1. How to use Logging?

```
void main() async {
//logging in flutter
initRootLogger();
runApp(App());
2.Create function
void initRootLogger() {
Logger.root.level = Level.ALL;
 Logger.root.onRecord.listen((record) {
 // set ansi color code
  var start = '\x1b[90m';
  const end = '\x1b[0m';
  const white = '\x1b[37m';
  switch (record.level.name) {
   case 'INFO':
    start = '\x1b[32m';
    // start = ' x1b[37m';
```

break:

break:

break;

break;

case 'WARNING':

case 'SEVERE':

case 'SHOUT':

final message =

 $start = '\x1b[93m';$

start = '\x1b[31m';

 $start = '\x1b[41m\x1b[93m';$

```
'$white${record.time}:$end$start${record.level.name}:---> ${record.message}$end ';
developer.log(
   message,
   name: record.loggerName.padRight(12),
   level: record.level.value,
   time: record.time,
   );
});
```

3. Then create instance of Logging and use log variable to print logs -

```
final log = Logger('LEAP INDIA');
```

4. You can use now

```
log.info('selection screen');
log.warning('selection screen');
log.severe('selection screen');
log.shout('selection screen');
```

```
V DEBUG CONSOLE

[LEAP INDIA ] 2022-12-09 15:38:13.708:SEVERE:---> selection screen
[LEAP INDIA ] 2022-12-09 15:38:13.713:SHOUT:---> selection screen

Restarted application in 638ms.

[LEAP INDIA ] 2022-12-09 15:38:20.241:INFO:---> LEAP: splash creen
[LEAP INDIA ] 2022-12-09 15:38:20.573:INFO:---> LEAP: user token is empty on splash screen
[LEAP INDIA ] 2022-12-09 15:38:20.576:INFO:---> username ------LIPL083
[LEAP INDIA ] 2022-12-09 15:38:20.704:INFO:---> selection screen
[LEAP INDIA ] 2022-12-09 15:38:20.707:WARNING:---> selection screen
[LEAP INDIA ] 2022-12-09 15:38:20.710:SEVERE:---> selection screen
[LEAP INDIA ] 2022-12-09 15:38:20.718:SHOUT:---> selection screen
[LEAP INDIA ] 2022-12-09 15:38:20.718:SH
```

```
// if only enable logging for debug mode
if (kDebugMode) {
  Logger.root.level = Level.ALL;
} else {
  Logger.root.level = Level.OFF;
}
```

ANSI CODE---

```
Black("30"),
Red("31"),
Green("32"),
Yellow("33"),
Blue("34"),
Magenta("35"),
Cyan("36"),
White("37");
```

2. You can Print logs in different color using custom function

```
voidmain() {
  print('This is a normal message.');
  printWarning('This is a warning.');
  printError('This is an error.');
}
voidprintWarning(Stringtext) {
  print('\x1B[33m$text\x1B[0m');
}
voidprintError(Stringtext) {
  print('\x1B[31m$text\x1B[0m');
}
```

```
This is a normal message.
This is a warning.
This is an error.
```