**Team Members**

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**What is working**

There are two scala files: *example.scala* and *actorlog.scala*.

*actorlog.scala* is our log class code.

*example.scala* is a fixed version of project3 to inherit the log class to generate logs.

COMPLIE and RUN: In the file containing *example.scala* and *actorlog.scala*,

scalac \*.scala //compile

scala example // run the logging example

The log files will be generated in a logfile folder with each actor one log.

**How you integrated logging with the actors**

In *actorlog.scala*, we define twelve functions, followed by the name of structure of Waterken, named Comment, Event, Fulfilled, Got, Pipelined, Problem, Progressed, Rejected, Resolved, Returned, Sent, and SentIf respectively.

For *example.scala*, it imports the actorlog in the head, and use the sentence log.\* to add logs. For example, log.Comment(…) to add user comment, log.Event() to add event, log.Got(…) and log.Sent(…) to add text when message receive and send. Each log.\* sentence will generate a log item in the log file.

The sentences log.\* is inserted into the example.scala code for execution.

**What log files are produced**

The log files are contained in the ./logfile folder, with each actor one file.

The log file format is like the following

[INFO] type: log type, name: actor name, number: item id

[TIME] yyyy-mm-dd hh:mm:ss

[TRACE] source: \*.scala, span: line number

[TEXT/MESSAGE] string

Example:([INFO] type: Comment, name: Actor2, number: 1

[TIME] 2012-11-20 20:40:15

[TRACE] source: example.scala, span: 28

[TEXT] actor 2 start with assigned nodeID: c81e728d)

The format is human readable. [INFO] contains the basic information of log type, actor name and log sequence number. [TIME] is the machine time when log generates. [TRACE] is the filename and line that the log sentence locates. [TEXT/MESSAGE] is the sentence added when log generates. Followed Waterken, there are other types like exception, we will explore further in Phase II.