import logging

def setup\_logger():

"""

Set up a logger for the application.

Returns:

Logger: Logger object configured with a console handler.

"""

# Create a logger named "DigikalaCrawler"

logger = logging.getLogger("DigikalaCrawler")

logger.setLevel(logging.DEBUG)

# Create a console handler and set its level to DEBUG

console\_handler = logging.StreamHandler()

console\_handler.setLevel(logging.DEBUG)

# Create a formatter for log messages

formatter = logging.Formatter("%(asctime)s - %(levelname)s - %(message)s")

# Add the formatter to the console handler

console\_handler.setFormatter(formatter)

# Add the console handler to the logger

logger.addHandler(console\_handler)

return logger

useage :

# Import the setup\_logger function

from your\_module\_name import setup\_logger

# Set up the logger

logger = setup\_logger()

# Log a message at the debug level

logger.debug("This is a debug message")

# Log a message at the info level

logger.info("This is an info message")

# Log a message at the warning level

logger.warning("This is a warning message")

# Log a message at the error level

logger.error("This is an error message")

# Log a message at the critical level

logger.critical("This is a critical message")