Log4Delphi Tutorial

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1. About This Tutorial

This tutorial provides a step by step guide to using Log4Delphi. It does not attempt to explain or provide an in depth discussion on any details. If you want more detail check the User Guide.

2. Step 1: Obtaining a Source Distribution

2.1. 1.1 Download the Source Distribution

Download a source distribution of Log4Delphi `log4delphi-version.archive` from here. I used `log4delphi-0.4-src.tar.gz` for this tutorial.

2.2. 1.2 Extract The Archive

Extract the archive using the tool of your choice to the location of your choice. I used Zipgenius to extract it to my `F:\` drive. This resulted in a folder named `F:\log4delphi-0.4`

3. Step 2: Creating a New Project

3.1. 2.1 Launch Delphi And Save Project

1. Create a folder named `tutorial` in the location of your choice. I used my `F:\` drive again.
2. Launch Delphi and save the project in the `tutorial` folder you created.
3. Now add a button to the form and label its caption "Click Me!".
   Form with Button
4. Copy all the Pascal source files from the `log4delphi-version/src/delphi` folder, including the `util` folder and its contents into the tutorial folder, excluding the `TConsoleUnit.pas` file.
5. Now add the source files to your project by selecting `Project > Add To Project` from the main menu in Delphi.
6. Select the source files and click the Open button.
   Adding the source code.
7. Now copy the file named `log4delphi.properties` in the `log4delphi/example` folder to your tutorial folder.

4. Step 3: Perfromming Logging

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1. Select `Project > View Source` from the main menu in Delphi.
2. Add the line
   `TConfiguratorUnit.doPropertiesConfiguration('log4delphi.properties');`
   beneath the line that reads `Application.Initialize;`.
3. Now add an `onClick` event handler to the button. In the handler add the line
   `TLogger.getInstance.debug('Button Clicked!');`.
4. Finally add an `onDestroy` handler to the main form. Add the following code to the
   handler: `TLogger.freeInstances;`.

5. Step 4: Evaluating The Log File

1. Compile and run the application. Click the button three times and then exit the
   application.
2. You should have a log file in the tutorial folder named `app.log` with the following
   content
   DEBUG - Button Clicked
   DEBUG - Button Clicked
   DEBUG - Button Clicked

6. Source Code

```
unit Unit1;

interface

uses
  Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls,
Forms,
  Dialogs, StdCtrls;

type
  TForm1 = class(TForm)
    Button1: TButton;
    procedure Button1Click(Sender: TObject);
    procedure FormDestroy(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  Form1: TForm1;

implementation

uses
  TLoggerUnit;
```

```
{$R *.dfm}

procedure TForm1.Button1Click(Sender: TObject);
begin
    TLogger.getInstance.debug('Button Clicked!');
end;

procedure TForm1.FormDestroy(Sender: TObject);
begin
    TLogger.freeInstances;
end;

end.
```