

# Adding a Logger and Creating Log Messages



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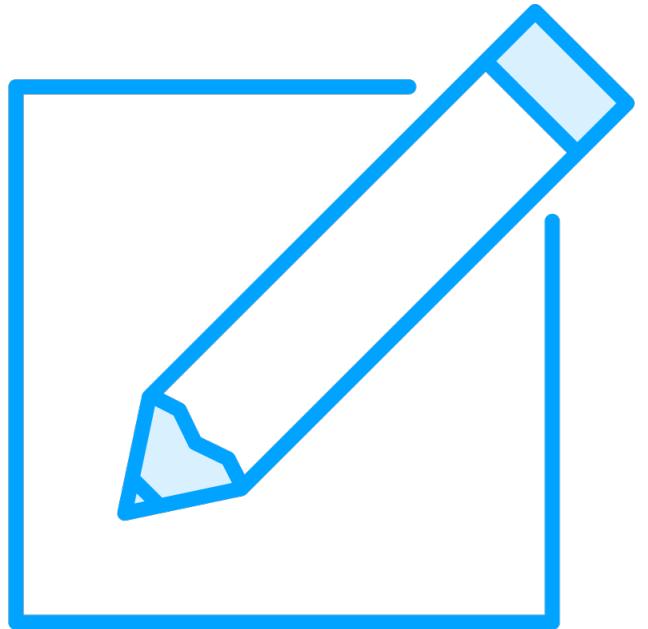


# Overview



- Overview of `java.util.logging`
- Log levels
- Log handler
- Different log methods
- Improve the Carved Rock Fitness user problem using logging along the way





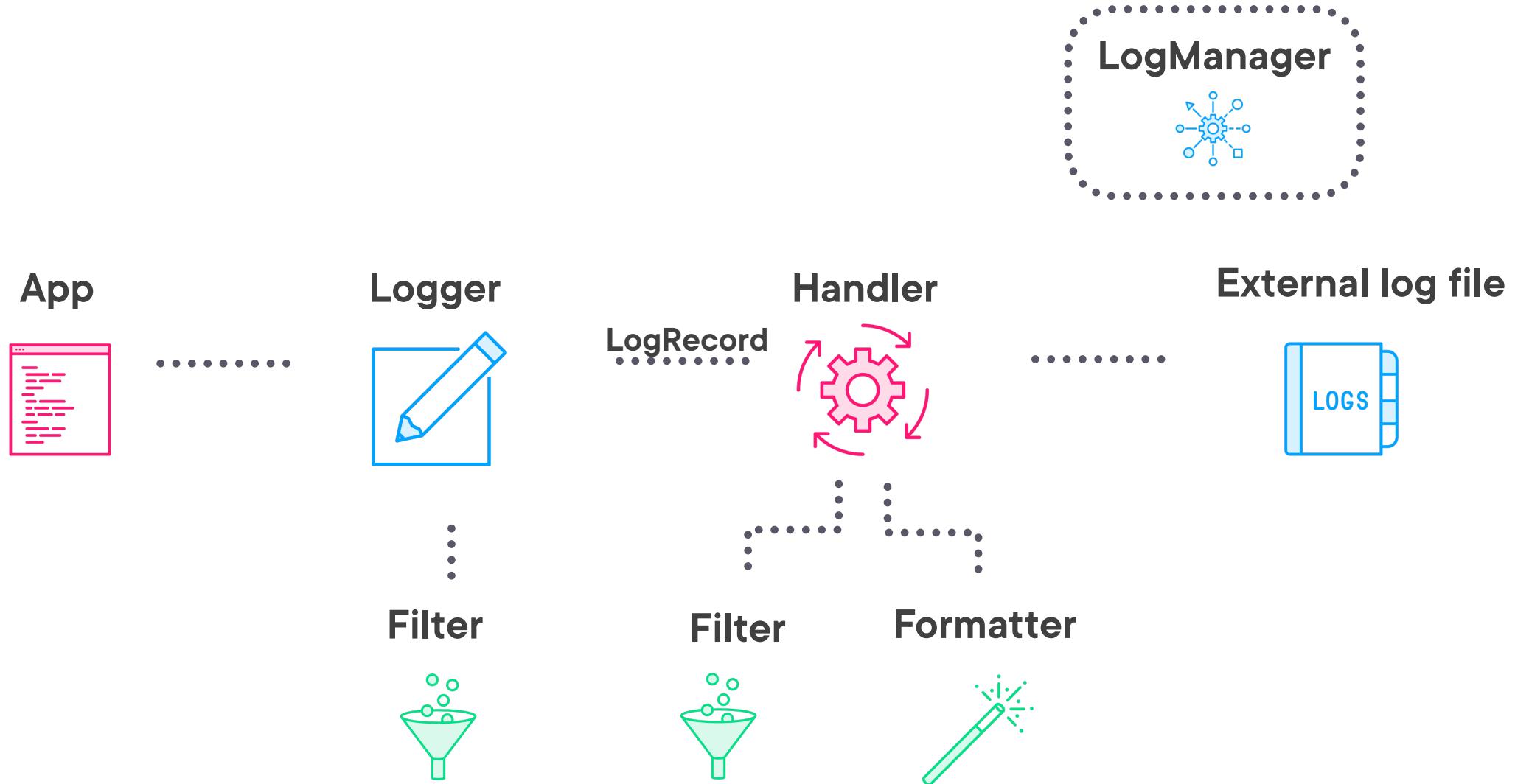
**Different loggers available**

**Very popular library: log4j**

**Since Java 1.4: java.util.logging**



# Overview Java Logging





**Different log levels**

**Log levels represent severity of situation**

**Important to use the right one**



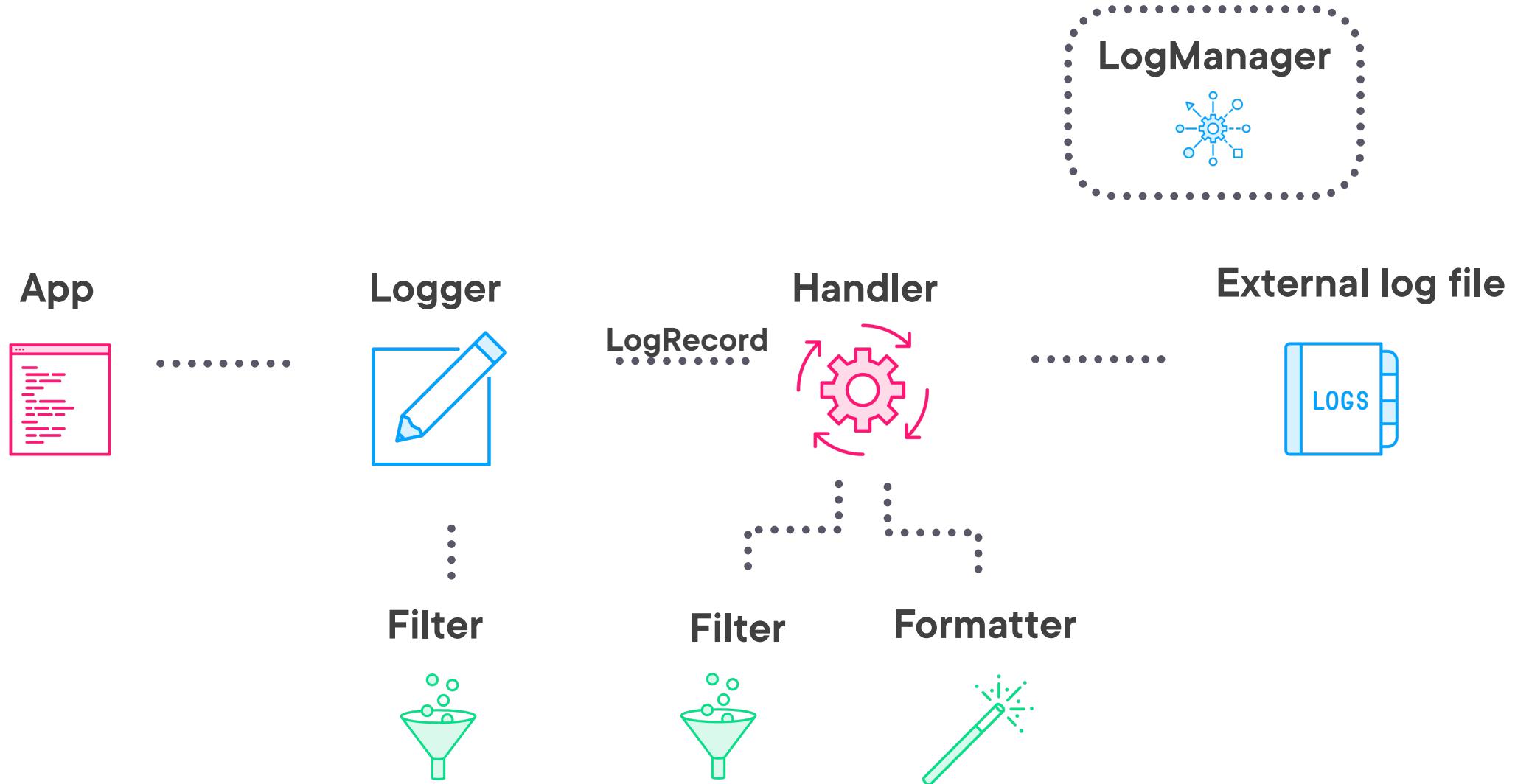
**SEVERE**  
**WARNING**  
**INFO**  
**CONFIG**  
**FINE**  
**FINER**  
**FINEST**





- Set the level
- Check the log

# Overview Java Logging





## Log Handlers

**Handlers format the message using a formatter**  
**Sends the message to the log place**





**ConsoleHandler**

**FileHandler**

**StreamHandler**

**SocketHandler**

**MemoryHandler**





- Use ConsoleHandler
- Change the log level



# Different Log Methods

```
LOGGER.log(Level.INFO, "This is an example message");
```

```
LOGGER.logp(Level.INFO, LogExample.class.getName(), "sourceMethodName", "This is  
an example message");
```

```
LOGGER.logrb(Level.INFO, ResourceBundle.getBundle("en_US"), "This is an example  
message");
```





- Use different log methods
- Check the log

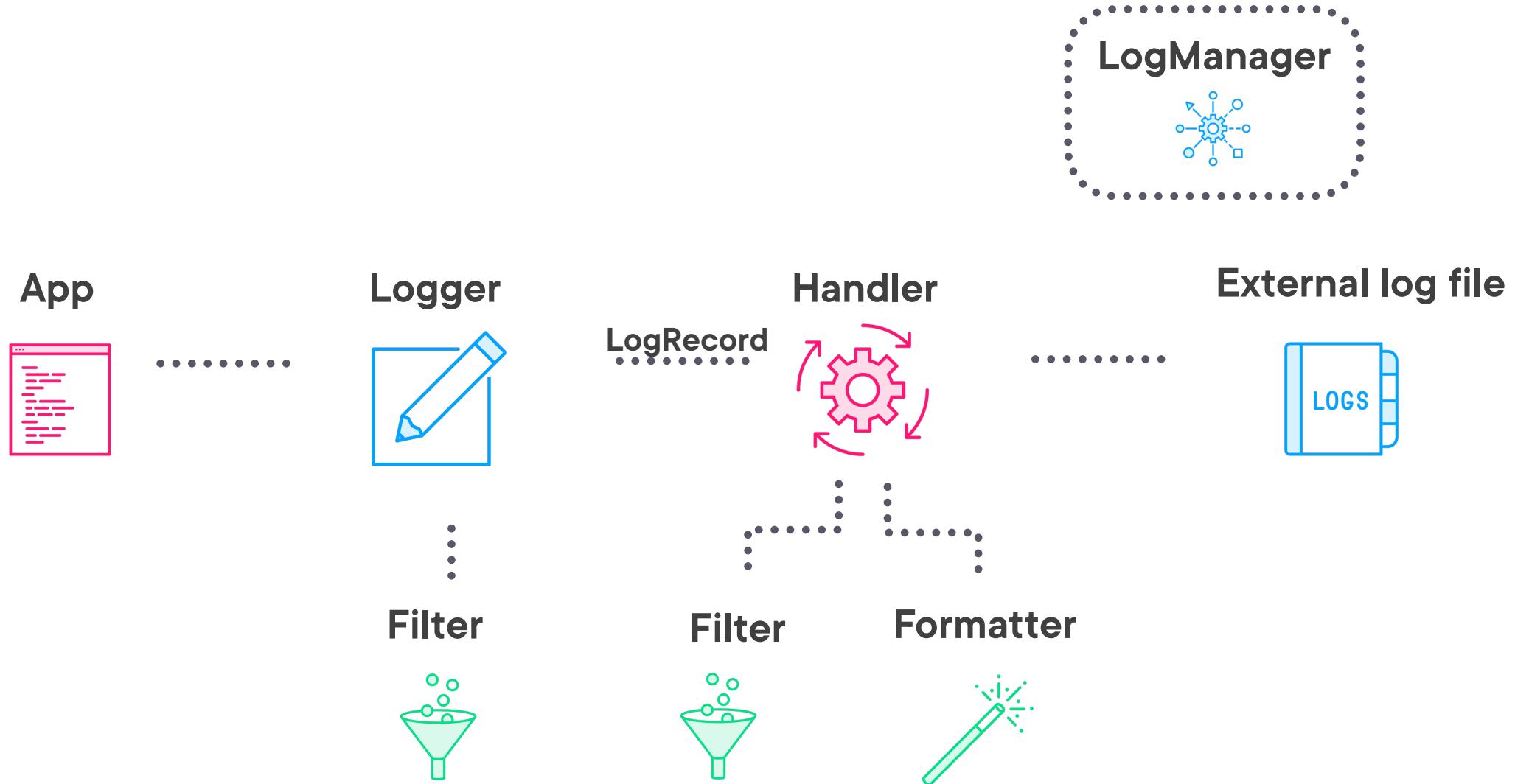
# Summary



- Overview of `java.util.logging`
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# Overview Java Logging



**Up Next:**

# **Managing and Configuring Logging**

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