

# CS601: Principles of Software Development

Logger.

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# Debugging Approaches

- Any large piece of code is likely to have bugs
- How can we debug it?
- Approaches
  - `println()` statements
  - Debugger
  - Logger

# Debugging Approaches

- `println()` statements
  - Easy to add
  - Hard to remove
  - Poor for multithreading

# Debugging Approaches

- A debugger
  - More powerful; allows to examine the state of the system at any point
  - Multithreading bugs may not show up
  - Sensitive to the timing
  - Running the program in debug mode changes the timing

# Debugging Approaches

- Using a logger
  - Logging means "recording an activity"
  - Usually efficient
  - Easy to disable
  - Good for multithreading

# Issues with Log Statements

- Increase the size of the code
- Reduce its speed
  - Even when logging is turned off

# log4j2

- A logging library by Apache
- Efficient
- Configurable
  - without modifying source code

# Simple log4j2 Example

```
Logger log = LogManager.getRootLogger();  
log.debug("Hello world!");
```



# Logging Levels

- TRACE

- Used for fine-grained debug messages
- Usually not shown unless really necessary

- DEBUG

- Used for normal debug messages
- Most commonly used level for logging

# Logging Levels

- INFO
  - Used for informational messages
  - Often used for major successful events
- WARN
  - Used when something concerning happened

# Logging Levels

- ERROR
  - When a possibly recoverable error occurred
  - Nearly always shown to the user
- FATAL
  - Used when an irrecoverable error occurred
  - Often used when about to exit prematurely

# Logging Levels

- ALL
  - Turns on all levels of logging, including TRACE
  - Used to turn on all logging for debugging purposes
- OFF
  - Turns off all levels of logging
  - Used to disable logging, speeding up code

# Logging Levels

- TRACE « lowest level, rarely used
- DEBUG « most common
- INFO « informational
- WARN « warnings
- ERROR « errors/exceptions
- FATAL « highest level, rarely used

# Configuration

- Done via an xml file
- Controls what information is output
- Specifies which levels are output
- Specifies where the messages are output
  - console, file, ...

# Log4j Configuration

- Appenders
  - Control where log messages are output
  - Commonly the console and a log file
- Layouts
  - Specify what information is output
  - Commonly the timestamp, level, and message

# Log4j Configuration

- Loggers
  - Identified by a name (often class name)
  - Specify level of message to send to an appender
- Root Logger
  - Default logger, always accessible
  - Uses console appender and outputs ERROR messages by default



# Sample Configuration

```
<Configuration status="WARN">
  <Appenders>
    <Console name="Console" target="SYSTEM_OUT">
      <PatternLayout pattern="%m%n">
        </PatternLayout>
      </Console>
    </Appenders>
  <Loggers>
    <Root level="error">
      <AppenderRef ref="Console"/>
    </Root>
  </Loggers>
</Configuration>
```

# Pattern Layout

- **%level** : level of the logging event  
%level{length=1} to use a single letter  
%level{lowerCase=true} to convert to lowercase
- **%m** : log message
- **%n** : line separator (`\n` or `\r\n`)

# Pattern Layout

- **%date{pattern}** : timestamp for logging event
  - %d{HH:mm:ss:SSS} to output just time
- **%t** : thread name
- **%file** : name of the file
- **%location** : location where logging event created
  - Expensive operation, use with caution
  - See also %logger{}, %class{}, %method, and %line

# Installing log4j2

- Download latest log4j2\* jar files:

<http://www.apache.org/dyn/closer.lua/logging/log4j/2.6.2/apache-log4j-2.6.2-bin.zip>

- Extract and save jar files in some folder
    - Create a "libraries" folder for 3d party libraries
  - Create a new Java user library in IntelliJ
- "

# Installing log4j2

- Click "Add External JARs..."
  - Add log4j-api-2.6.2.jar
  - Add log4j-core-2.6.2.jar
- Attach Javadoc JAR files (recommended)
- Add new user library to build path of project