

Logging with Perl

Tom Hukins

Logging with Perl

(because Robbie told me to)

Sorry for the boring slides

(I was tired and I have no artistic ability)

Why I Like Logs

- Debugging information during development
- Watch what code does while it runs
- Make my systems administrator happy
- Self-documenting code

Log::Dispatch

- Levels: importance
- Dispatchers: where to send messages

Using Log::Dispatch

```
my $dispatcher = Log::Dispatch->new();  
$dispatcher->add( Log::Dispatch::File->new(  
    name => 'file1',  
    min_level => 'debug',  
    filename => 'logfile',  
),  
);  
  
$dispatcher->log(  
    level => 'error',  
    message => 'I need food'  
);
```

Log::Dispatch Dispatchers

- File
- Syslog
- Email
- Screen
- Atom feed
- DBI
- Jabber
- Windows event log

...and more

Log::Log4perl

- Wraps Log::Dispatch
- Adds more features
 - categories (different parts of the system)
 - powerful configuration
 - complexity
- Based on Java's log4j

Log::Log4perl Levels

- FATAL most serious
- ERROR
- WARN
- INFO
- DEBUG
- TRACE least serious

Configuring Log::Log4perl

```
log4perl.logger = DEBUG, File
```

```
log4perl.logger.Stomach = WARN, Mailer
```

Configuring Log::Log4perl

```
log4perl.appender.File = \
```

```
    Log::Log4perl::Appender::File
```

```
log4perl.appender.File.filename = /path/to/log
```

```
log4perl.appender.File.mode = append
```

```
log4perl.appender.File.layout = \
```

```
    Log::Log4perl::Layout::PatternLayout
```

```
log4perl.appender.File.layout.ConversionPattern = \
```

```
    %P [%d] %F %L %C - %m%n
```

Using Log::Log4perl

```
Log::Log4perl::init('config/log.conf', 30);
```

```
# later on in your code
```

```
my $log = Log::Log4perl->get_logger('Stomach');
```

```
if ($is_hungry) {
```

```
    $log->error('I need food');
```

```
}
```

Log::Log4perl Filters

```
# Don't log messages on Saturday or Sunday
log4perl.filter.SkipSMS = \
    sub { \
        my @date = time; \
        ($date[6] == 6 || $date[6] == 0) \
        ? 0 : 1 \
    }
```

Other Logging Modules

- They exist
- I probably wouldn't use them
- I definitely wouldn't write my own