

**Mobile Computing**  
**Professor Pushpedra Singh**  
**Indraprasth Institute of Information Technology Delhi**  
**Activity Logging**  
**Lecture 16**

Hello, last two classes we learned about activity life cycles and the call back methods that I called by the android system. When activity goes through different phases of its life cycle. In today's lecture we will see how to do logging. Logging has many uses. Number one that you can use it for debugging that is primary use of logging. Number two that you can use the logging to learn more about your program execution.

Today I will show you what is the logging facilities available in android and specifically I will show you how to use the logging techniques to know more about our activity life cycle that we studied in last two lectures. You may have already done some logging in your career.

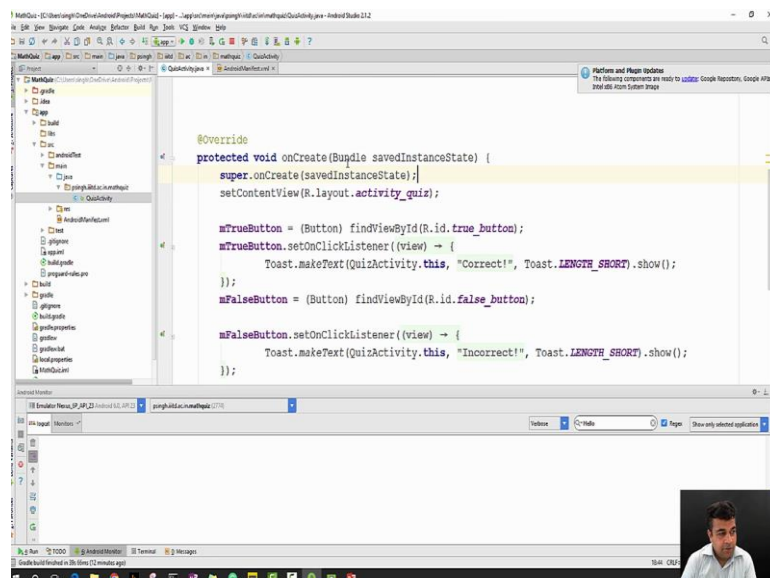
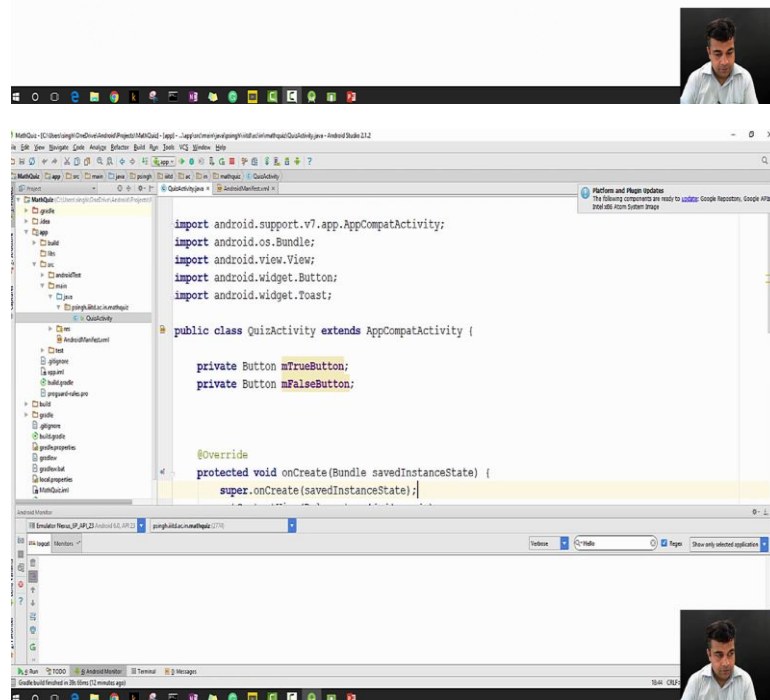
For example, if you are a C programmer often we just type a print f statement and see whether our program reaches the point or not. This is a well need approach however this is not a recommended approach. Now the new programming languages such as JAVA provide some very good logging mechanisms.

Because when you use a print f statement, at the time of the delivery you will have to remove those statements. Similarly you do not know how to view those statements in a nice or cleaner way. While with logging mechanisms you can set the different log levels, you can remove the logs when you deploy, you can reinstate the logs when you are testing (2:17) and this functionality is very very important when you are debugging your application.

So today we will start looking at what logging we can do in android applications and as the course progresses we will advance our debugging techniques using logging and several other techniques. So let's start.

(Refer Slide Time: 2:39)

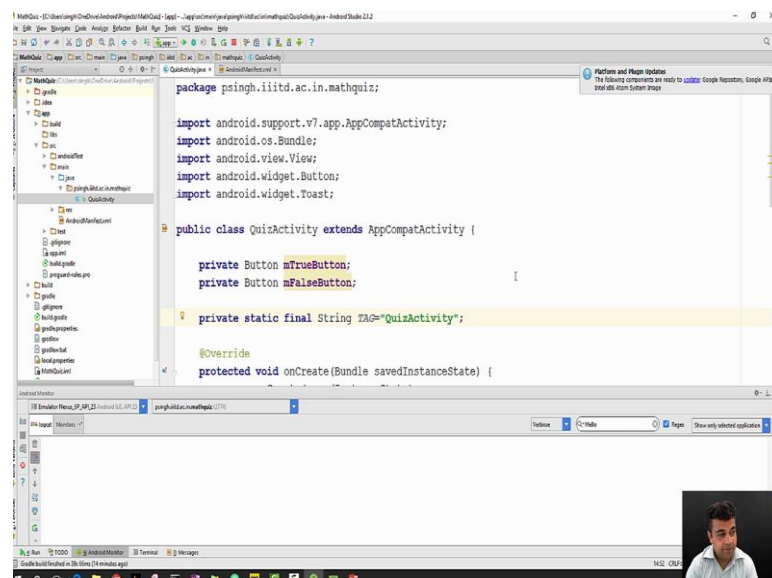
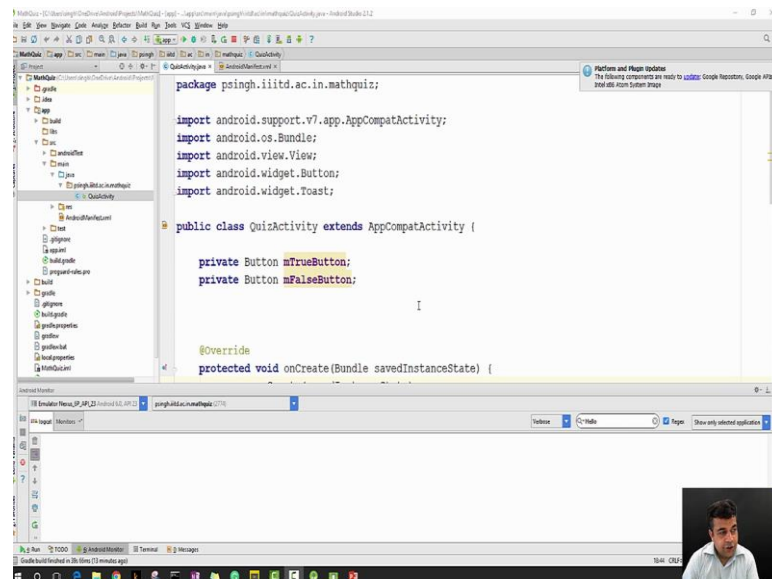
# Logging



I will be using our simplified application. Now in order to do logging, we need to first see what android provides us. In order to start our logging you will have to first see what facilities are available in android. So in android we have something called android.util.logclass.

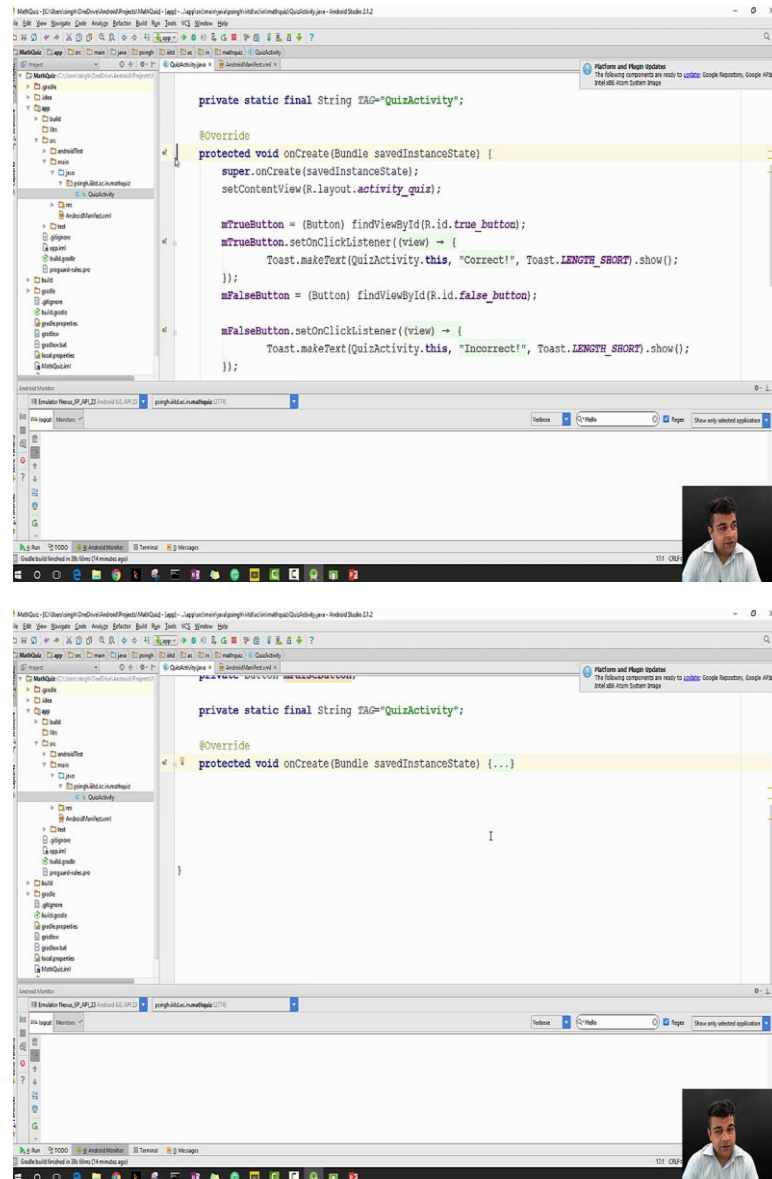
That sends log messages to a shared system given log. This log class has several methods for logging messages. However, we will use one simple method which has a signature of oblique static int D string tag as parameter and string messages parameter. The D here stands for debug and refers to the level of logs. There is not more to learn about log levels. But we will slowly learn it later. As first start program.

(Refer Slide Time: 3:50)



In order to first use the log facilities we need to define a tag constant. A tag constant is nothing but just a string constant that will identify your class. For example I will just add a tag constant here by writing private, static, final, string, tag now I will give it a value just nothing but same as the name of my class quiz activity that is it. I have defined the tag for my class so that all the (leg mess) so that all the log messages from this class are tagged by this name.

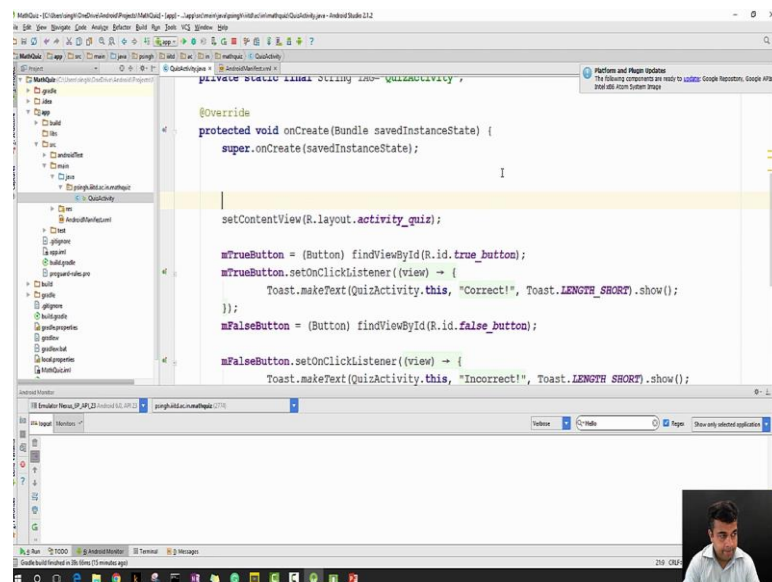
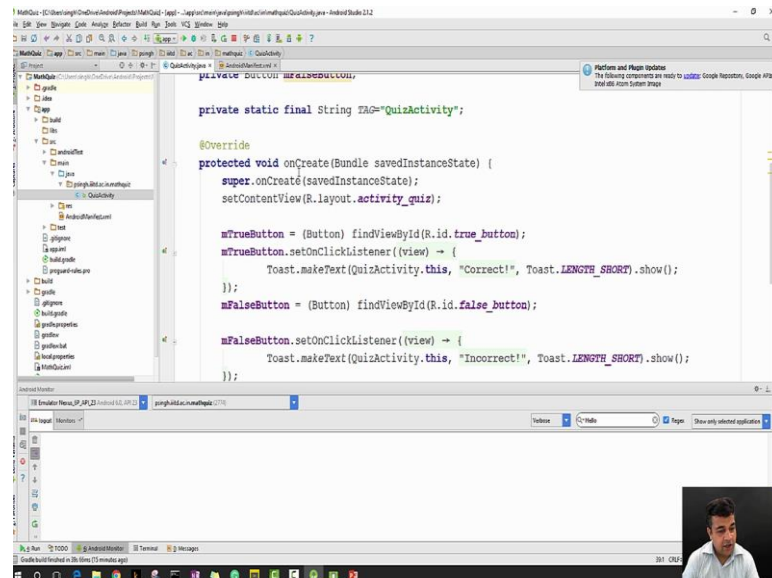
(Refer Slide Time: 4:52)

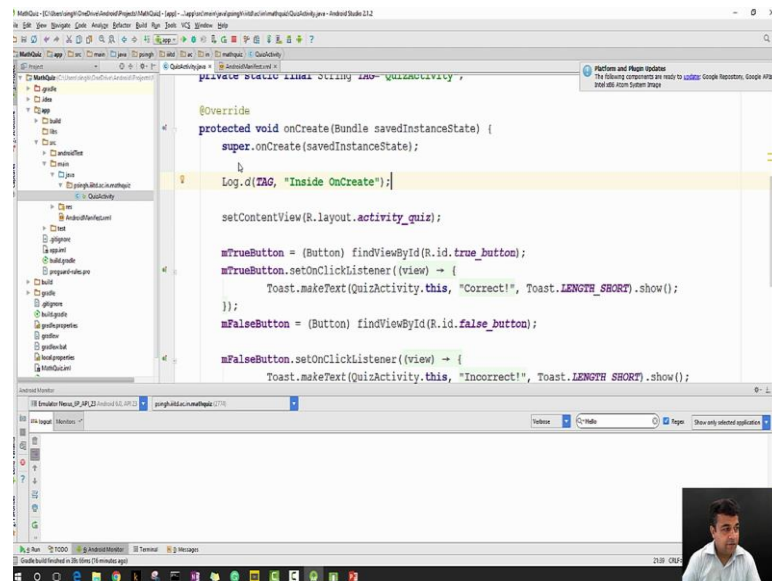


Now, in this program we are currently only see the on create method. That's the only method that is being called. However as we just discussed there are many other methods are also being called such as, on start, on restart, on pause etc. But we are not seeing them here. Because we are not over written. So let us overwrite

some of these methods and then start adding log messages to see when those methods are called.

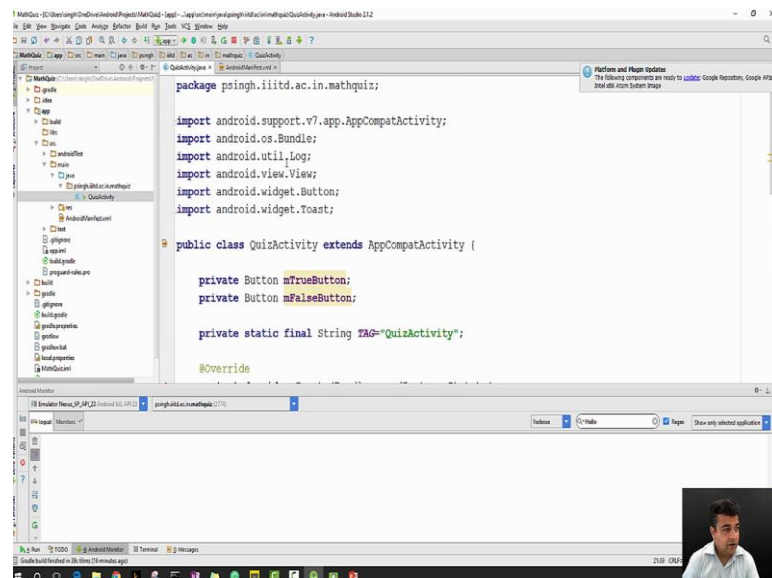
(Refer Slide Time: 5:26)

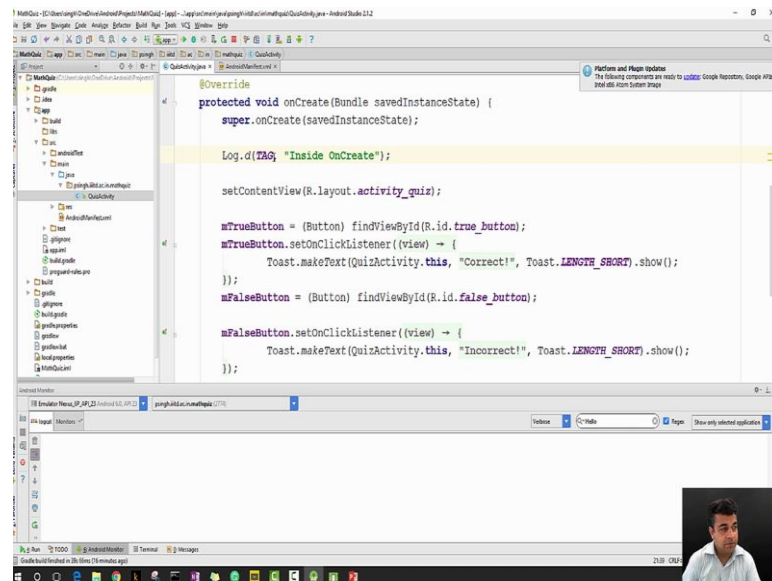




So first let us add a log message into the on create itself. I will just tag it. The very beginning. The syntax to add a log messages log.d or debug the first string tag and then any message that you want to display. I will say inside on create and that's it. The studio displays an error because I have not yet imported android.util.lan android.util.log if I press alt and enter it will import it by itself.

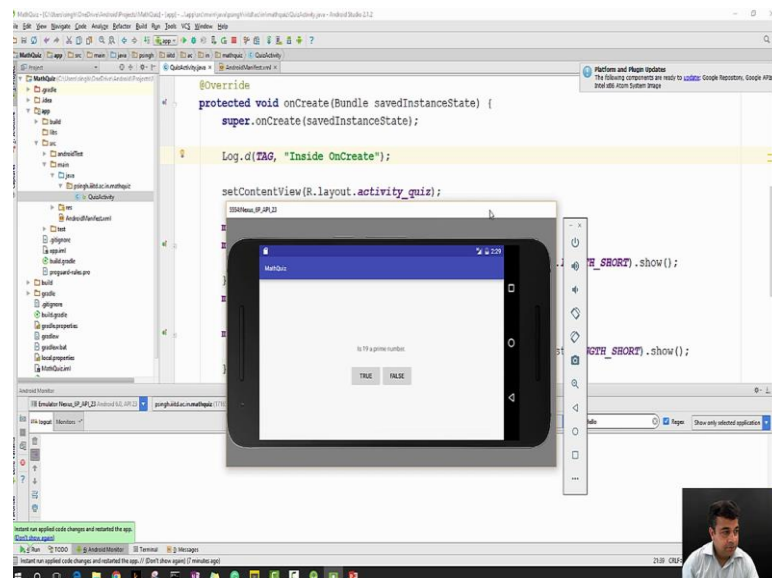
(Refer Slide Time: 6:18)





Let's go and check and you can see that android.util.log has been imported and my error is gone. Now let us just first run this program and see the effects of this message. In android studio you will see a window called log cat. This is the window where all the log messages are. Okay now we are running the application.

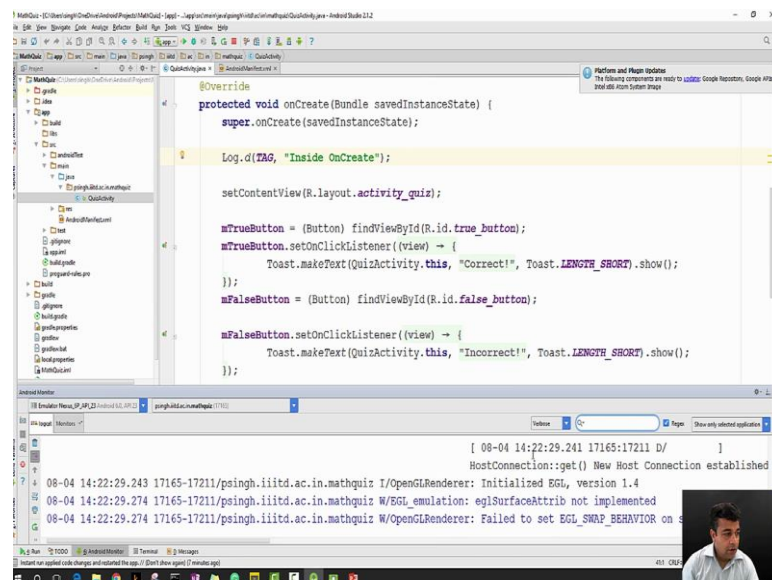
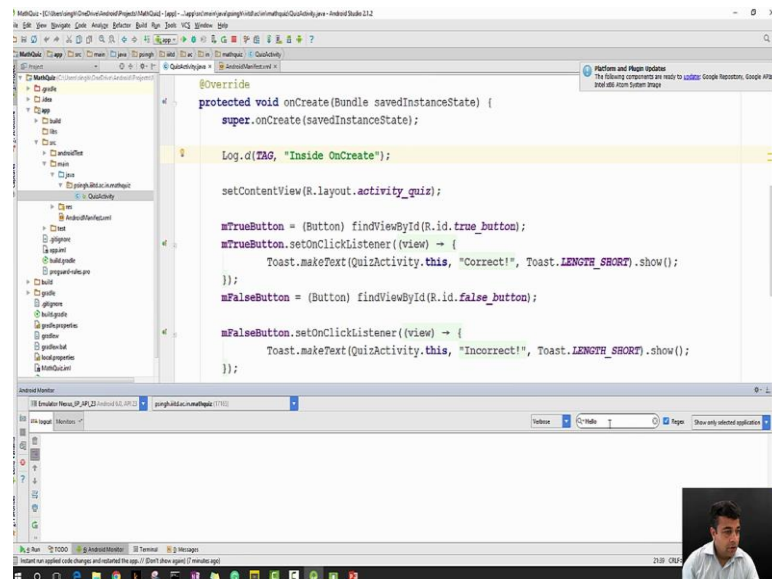
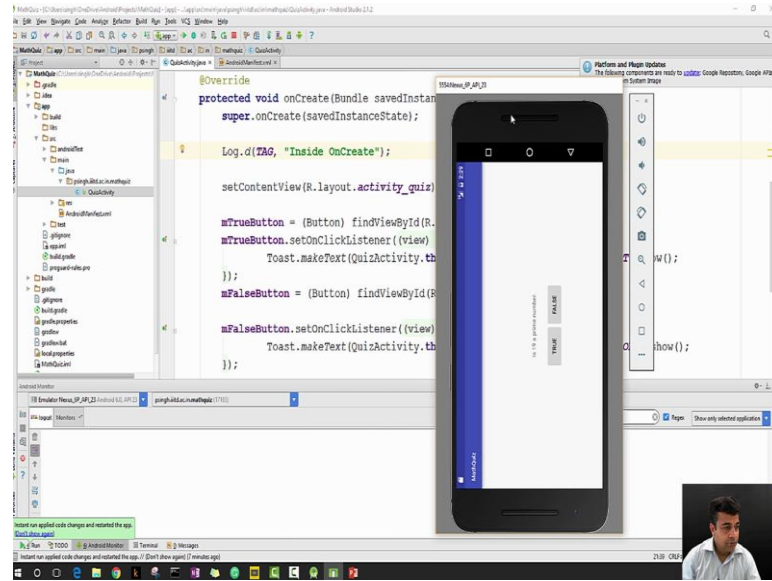
(Refer Slide Time: 6:56)



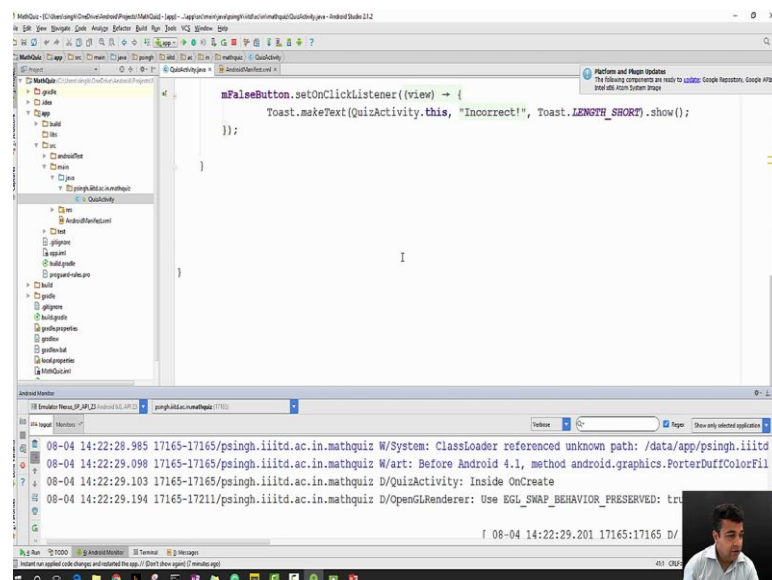
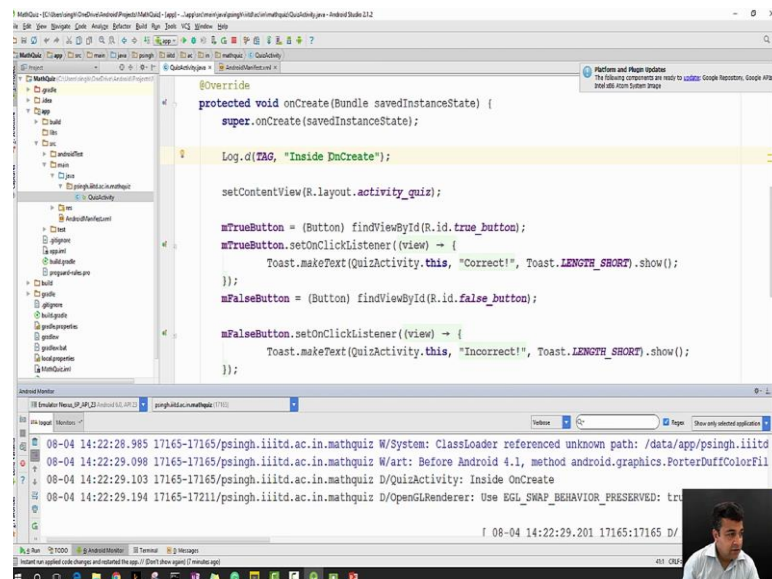
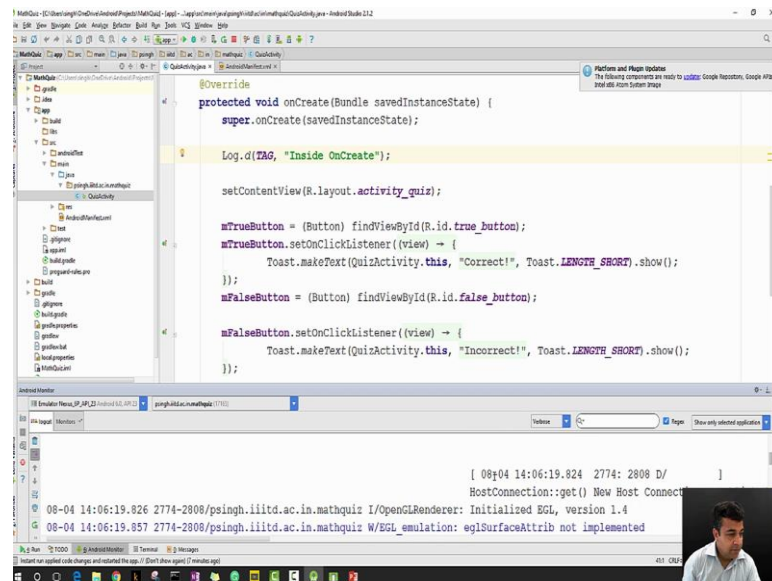
Let's see, And me give it some rotation.

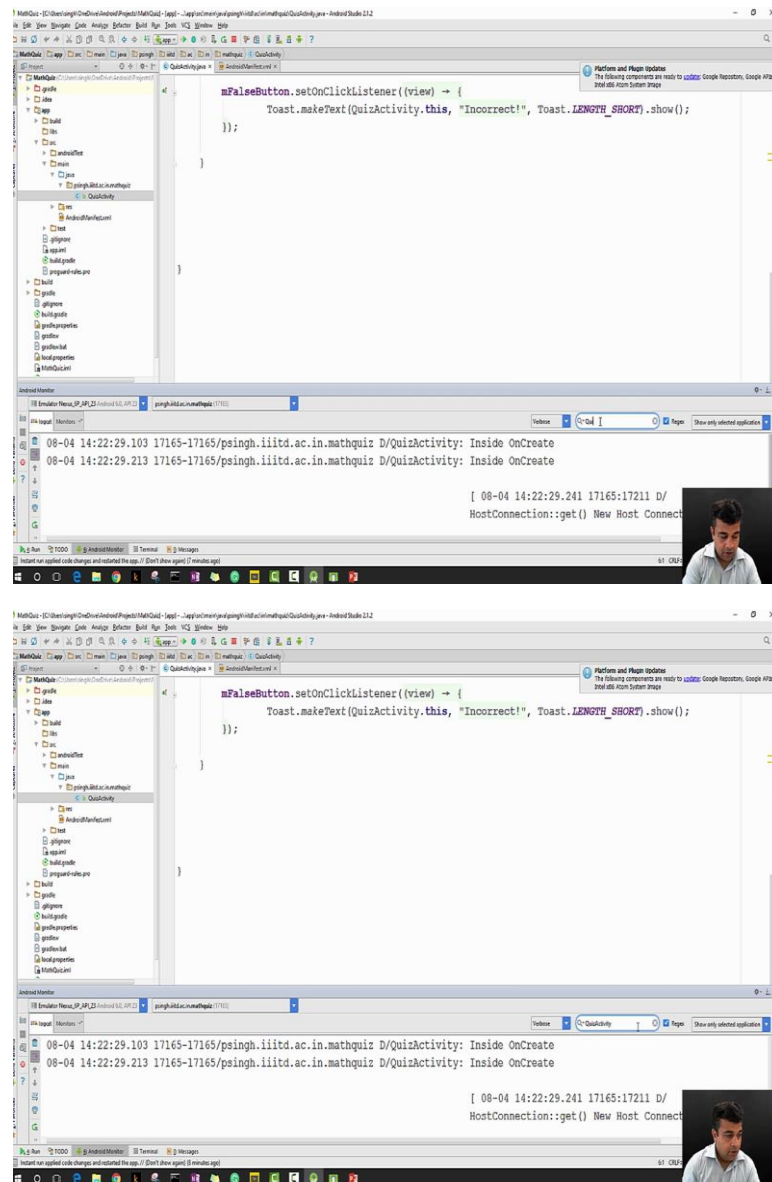


(Refer Slide Time: 7:01)



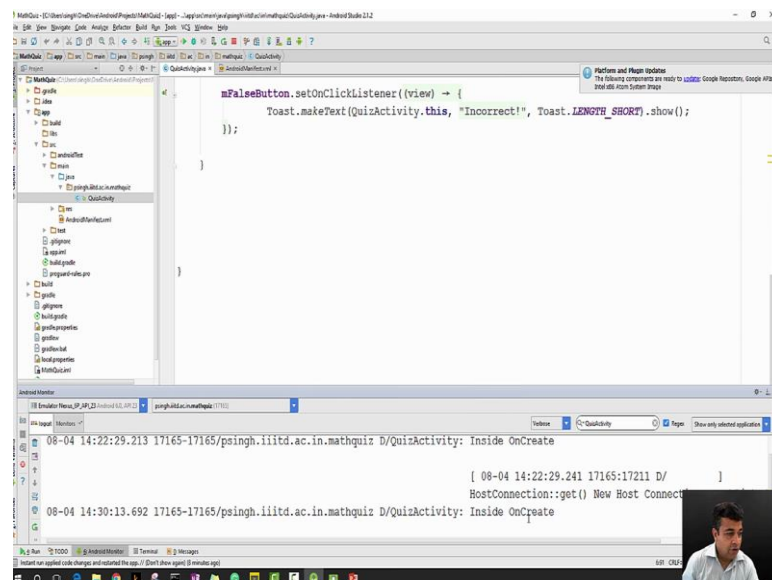
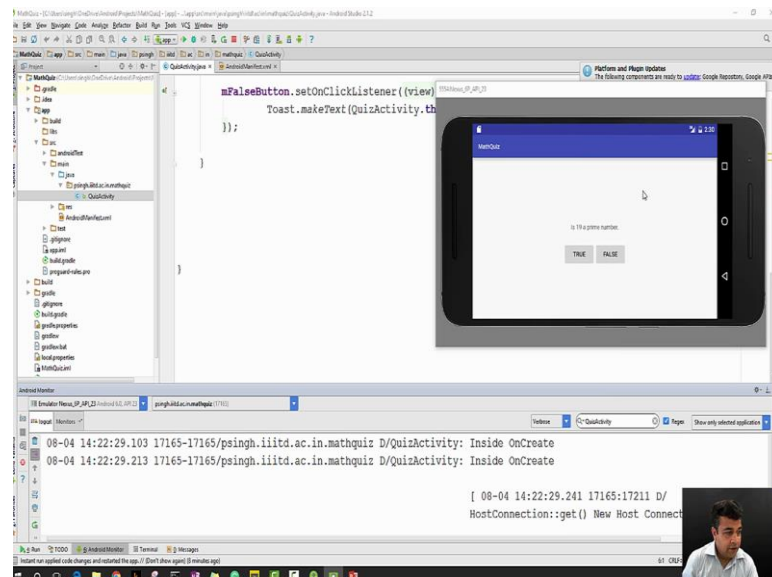
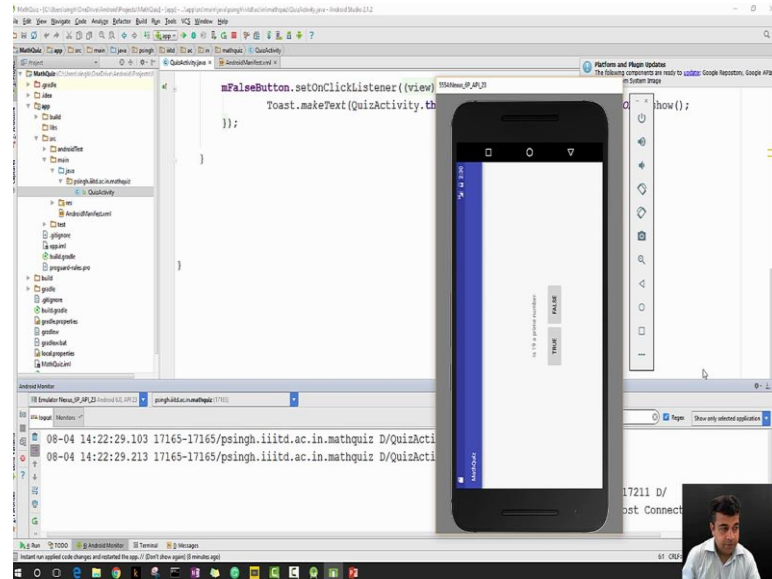


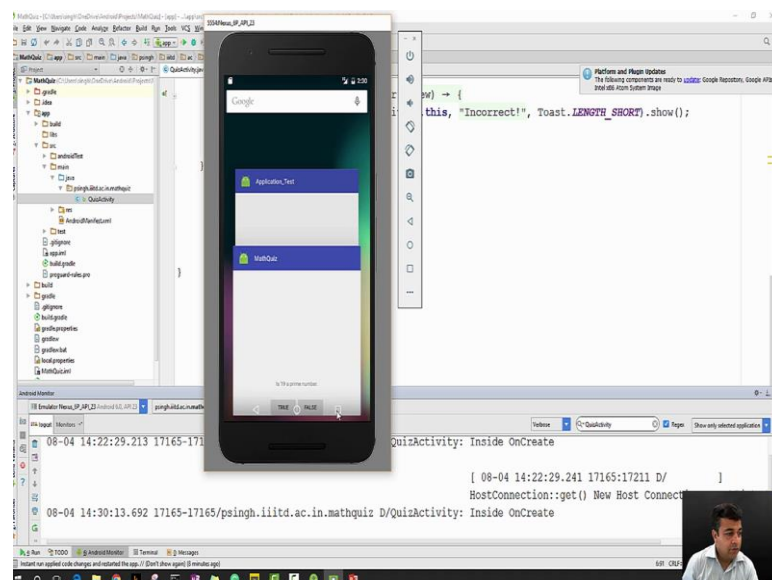
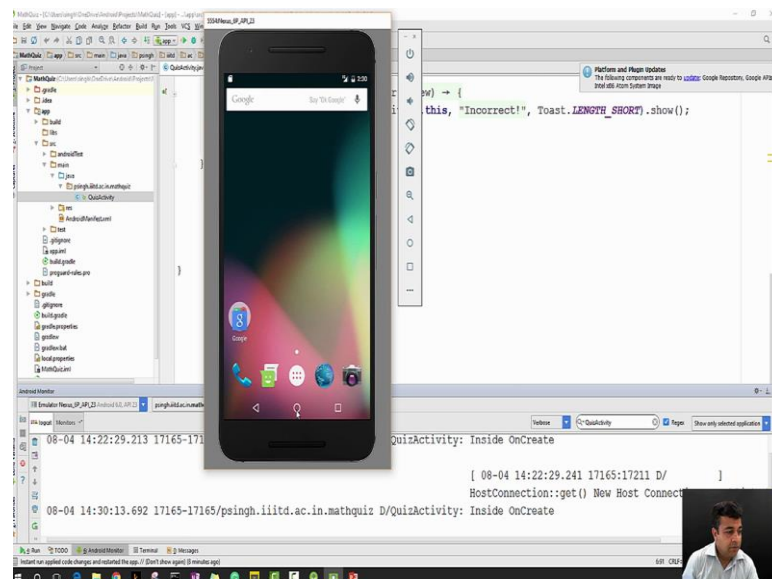
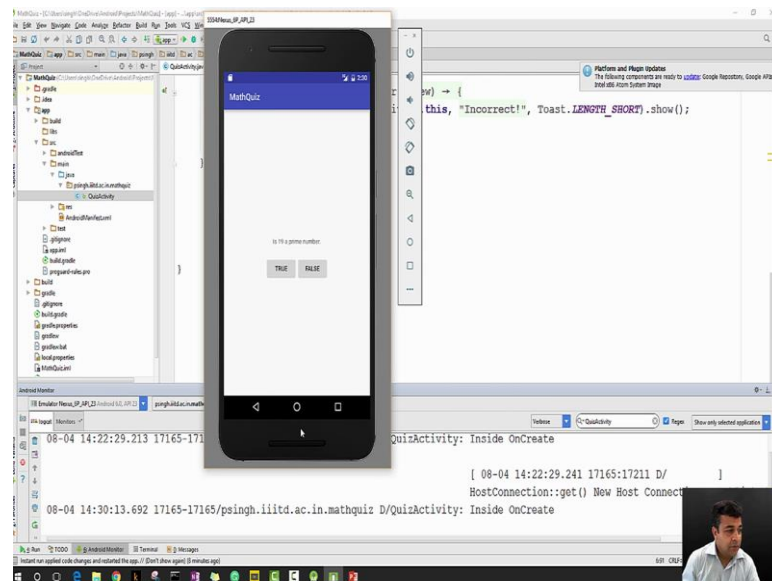


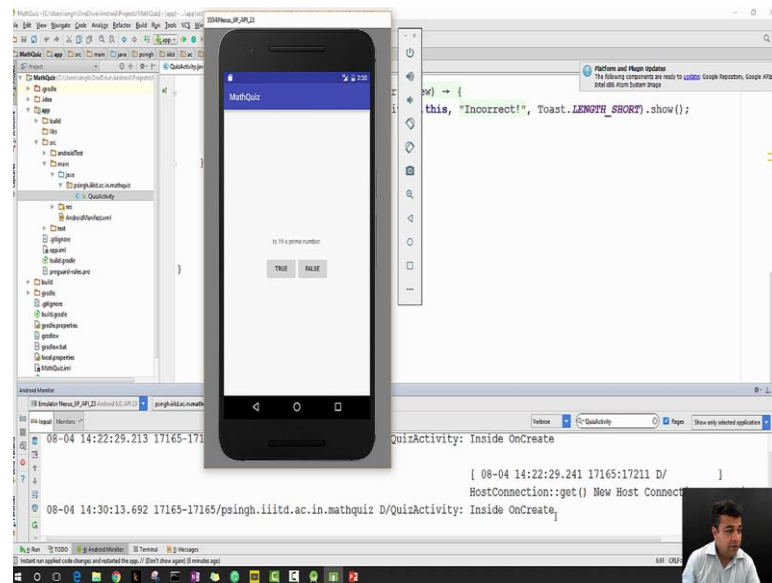


Uhhh so this is my log cat window. There are lots of messages here. I want to filter the messages which is start with let's say our tag quiz activity. I will type quiz activity and as you can see uhhh sorry I made a spelling mistake. As you can see it has already been called twice.

(Refer Slide Time: 7:42)

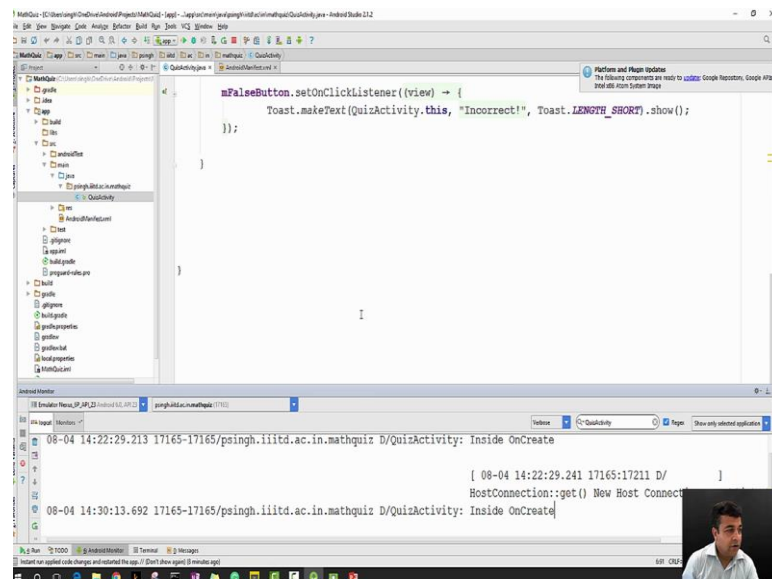




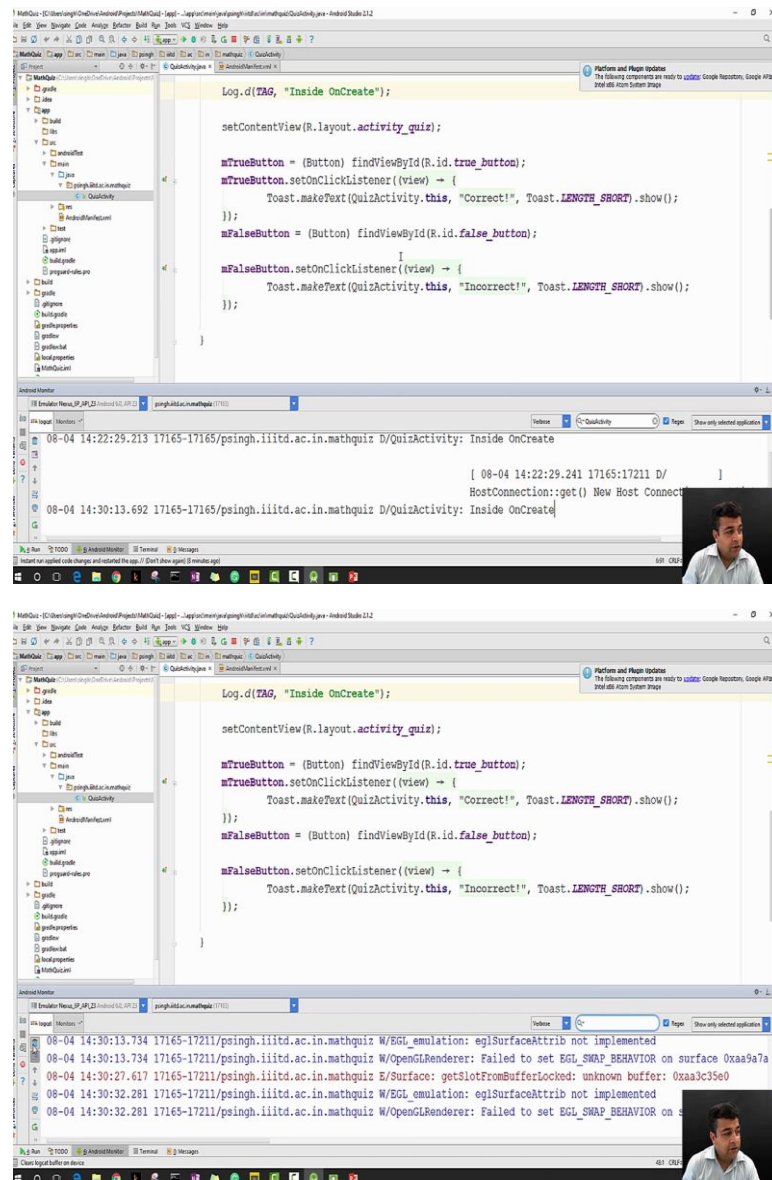


Let's try to rotate and see what happens. uhhh okay yes it got called again. So now I know what is happening. When I am interacting with my application. Let's say press the home button then I go to active applications. Then I come back again.

(Refer Slide Time: 8:12)



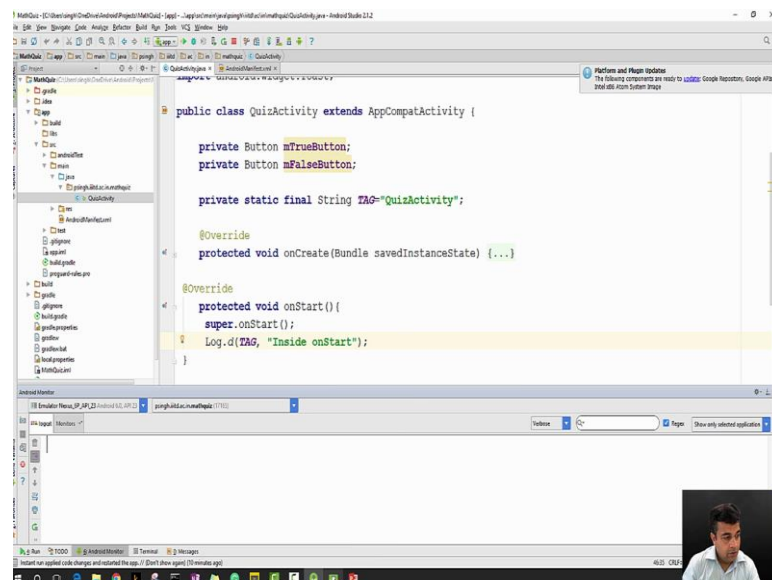
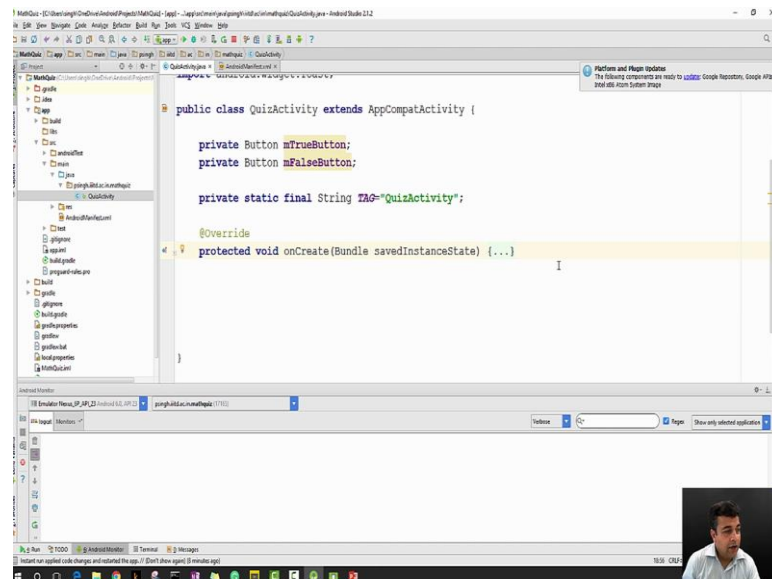
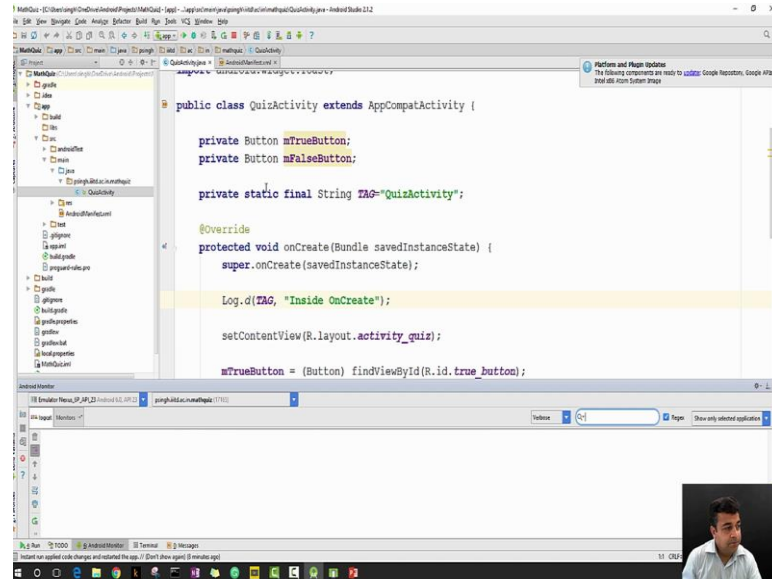


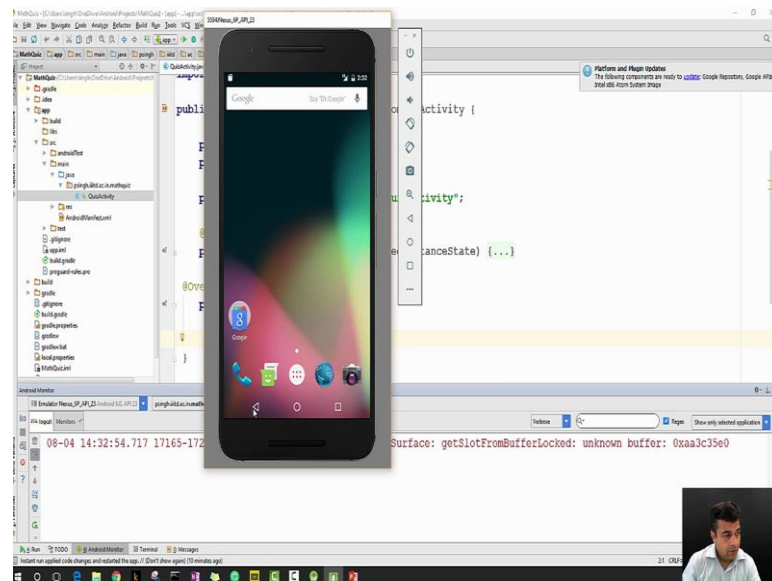


I think I can see another on Create call. So that's how you can see the log messages. In your logcat window by setting a filter. If you don't set a filter then everything comes up and here is a small button which clears your current window.



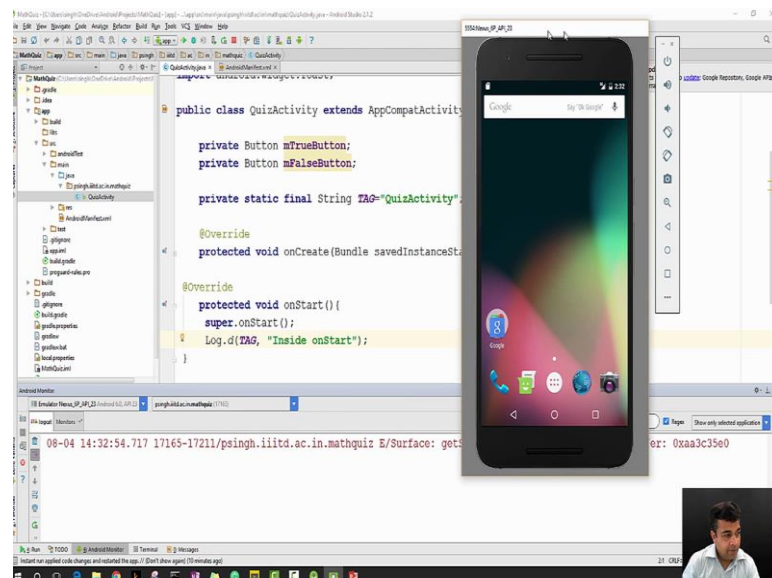
(Refer Slide Time: 8:29)

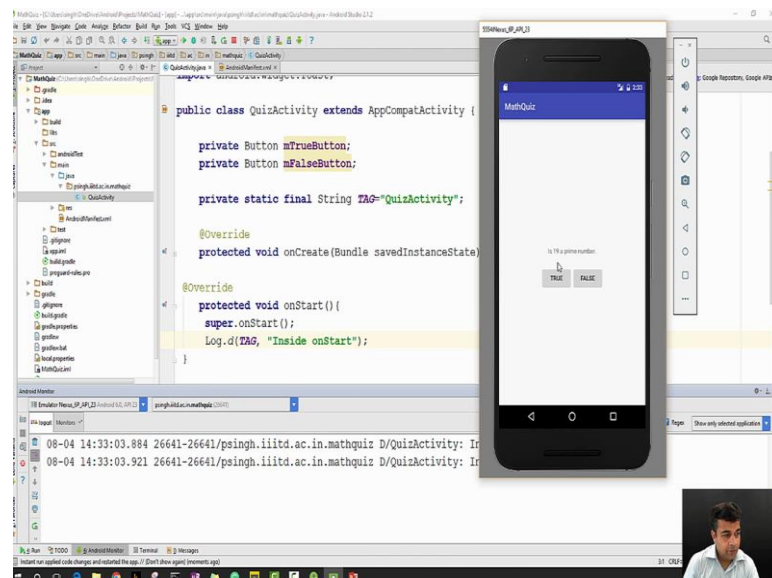
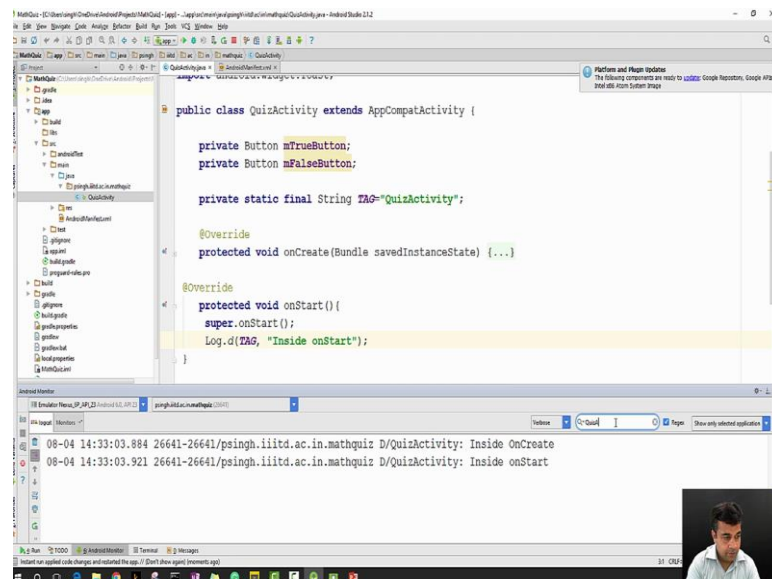
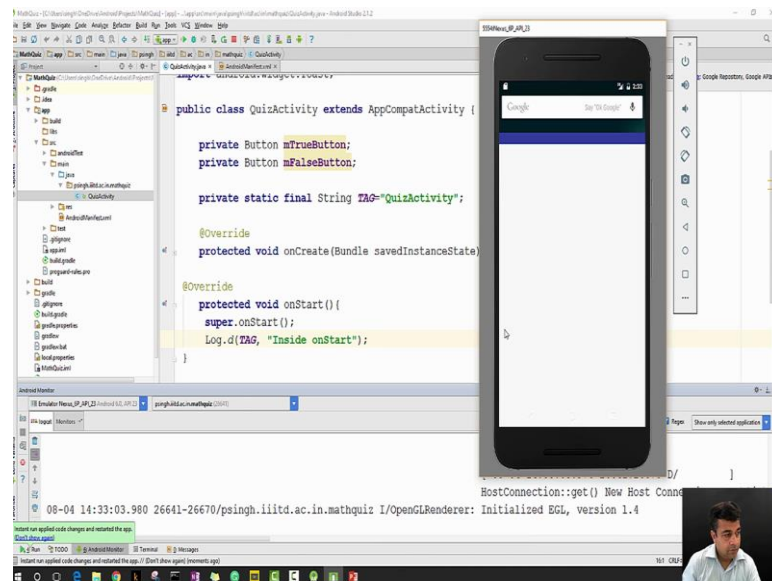


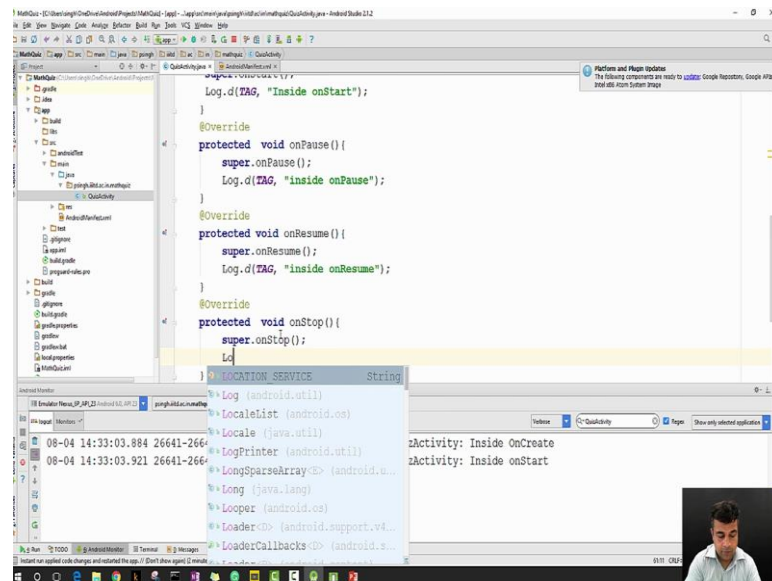


Fine. So this is what we did in the on Create method. Now let's move on and try to overwrite all the other methods which are related to the lifecycle of an activity. We will start with on Start at override protected void on Start. Uhhh. Let me call the super method. Whenever you override, your first line should be the call to super method. My error is gone now I can add my log.

(Refer Slide Time: 10:33)

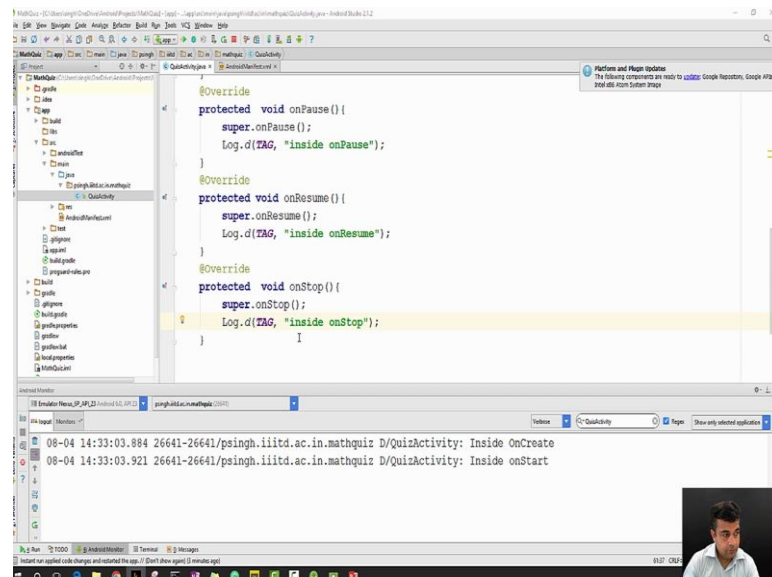






Let's start our application again. First start filter. As you can see on Start has been called, application is up. Now first we will add all the methods then you will see its behaviour as being practical.

(Refer Slide Time: 13:15)







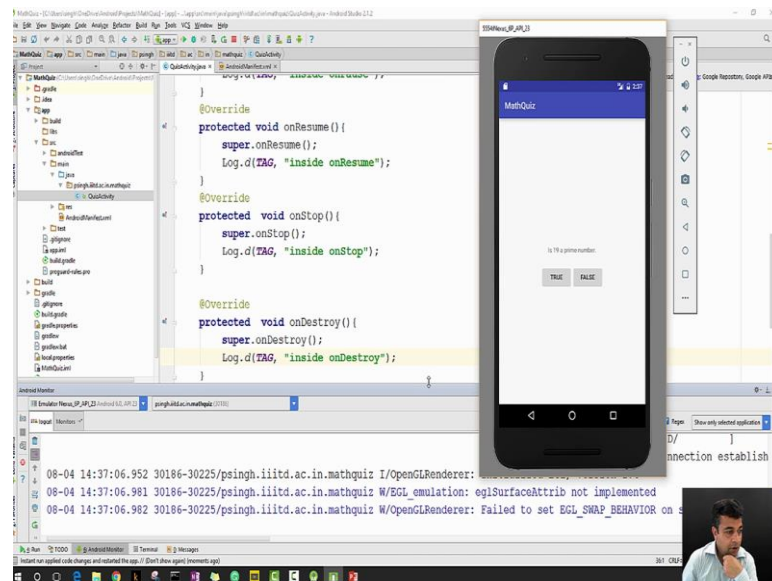
At override. Protected void on Pause super on Pause log.d tag inside on pause.  
At override protected void on resume super.on resume log.d tag inside on resume.  
At override protected void onstop super onstop finally at override. Protected void  
on destroy super on destroy tag side on destroy.

Fine now our application is ready with all the necessary log messages to trace the  
movement of our activity life as it goes through different states. Let us run our  
application and see the execution. First I will kill it.

(Refer Slide Time: 14:37)

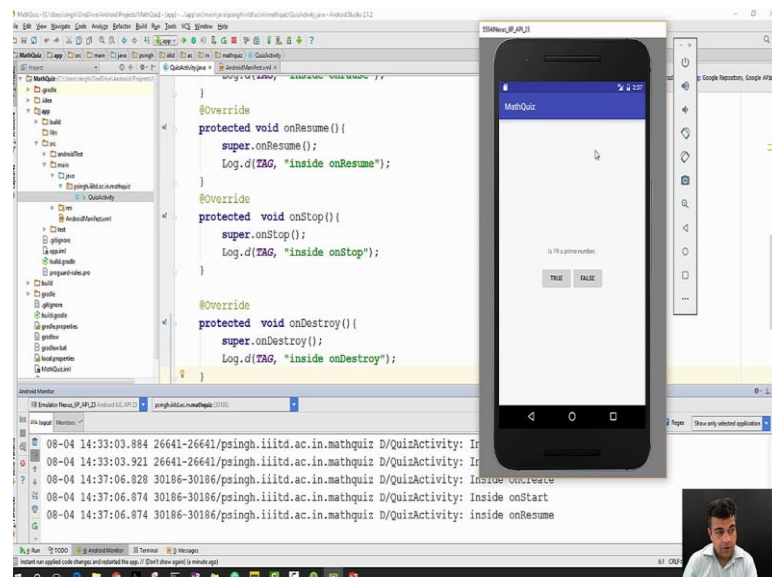
```
08-04 14:33:03.884 26641-26641/psingh.iiitd.ac.in.mathquiz D/QuizActivity: Inside onCreate
08-04 14:33:03.921 26641-26641/psingh.iiitd.ac.in.mathquiz D/QuizActivity: Inside onStart
08-04 14:37:06.952 30186-30225/psingh.iiitd.ac.in.mathquiz I/OpenGLESRenderer: Initialized EGL, version 1.4
08-04 14:37:06.981 30186-30225/psingh.iiitd.ac.in.mathquiz W/EGL emulation: eglSurfaceAttrib not implemented
08-04 14:37:06.982 30186-30225/psingh.iiitd.ac.in.mathquiz W/OpenGLESRenderer: Failed to set EGL_SWAP_BEHAVIOR on s
```

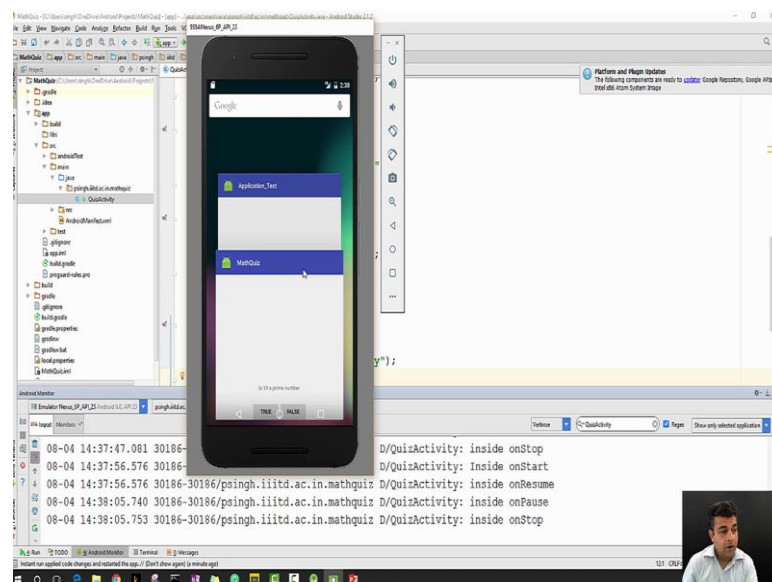
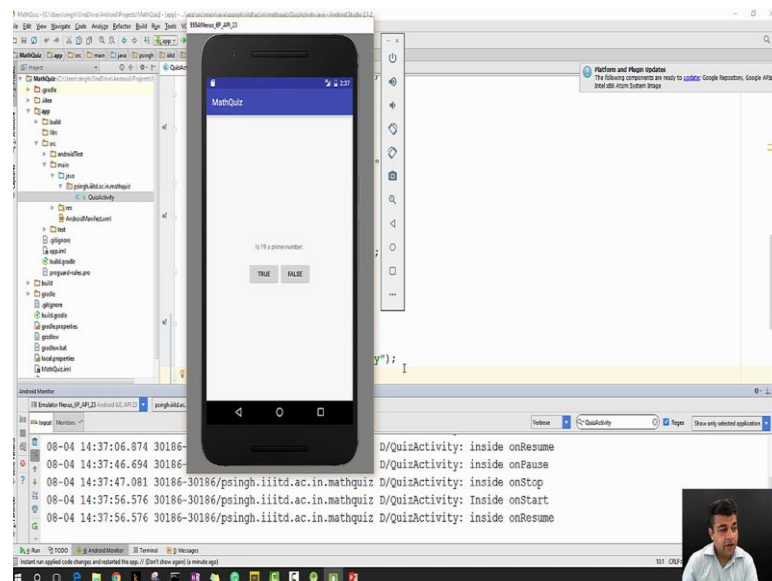
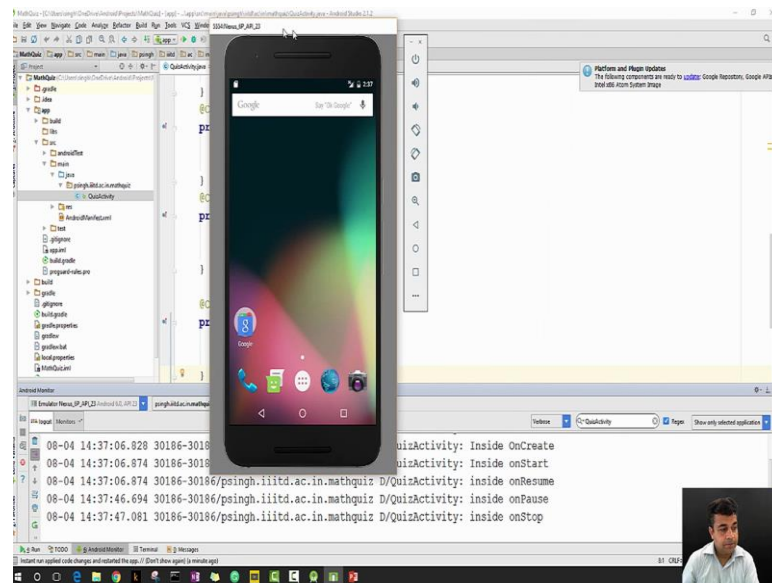




Compile and run. Quick run. Application is up. Let me set the filter. As you can see my application is created, started and then resumed.

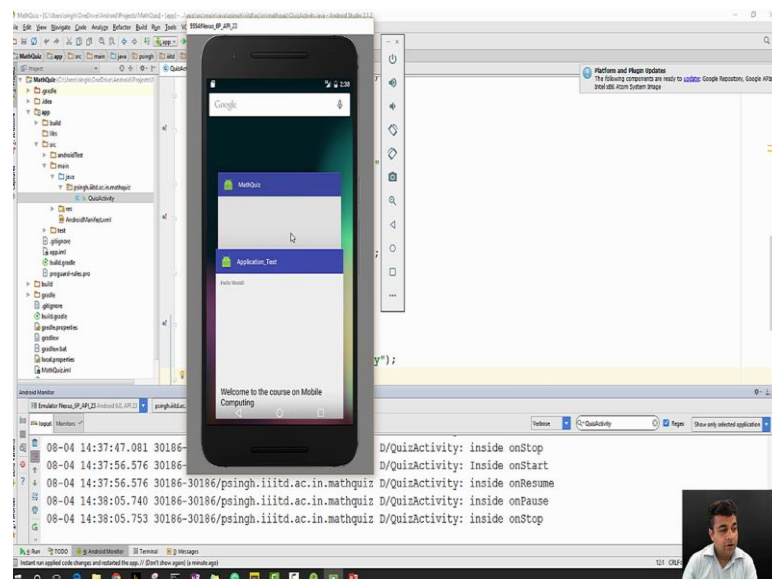
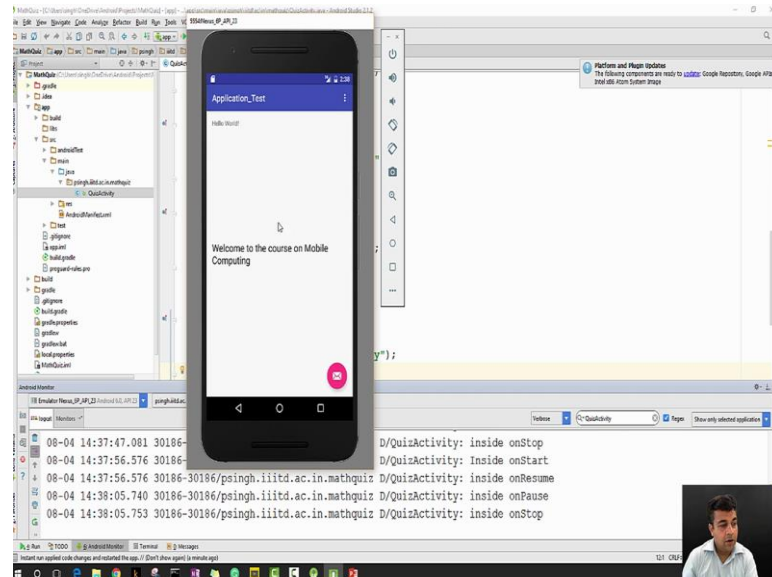
(Refer Slide Time: 15:17)

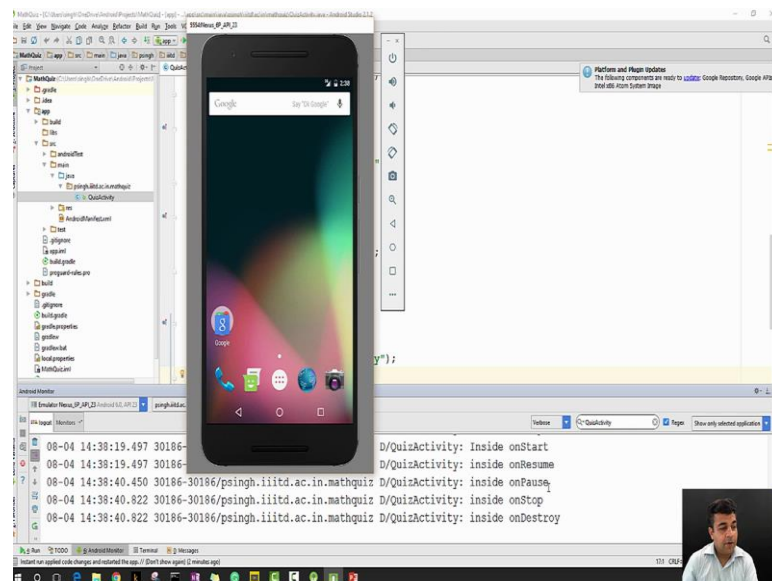
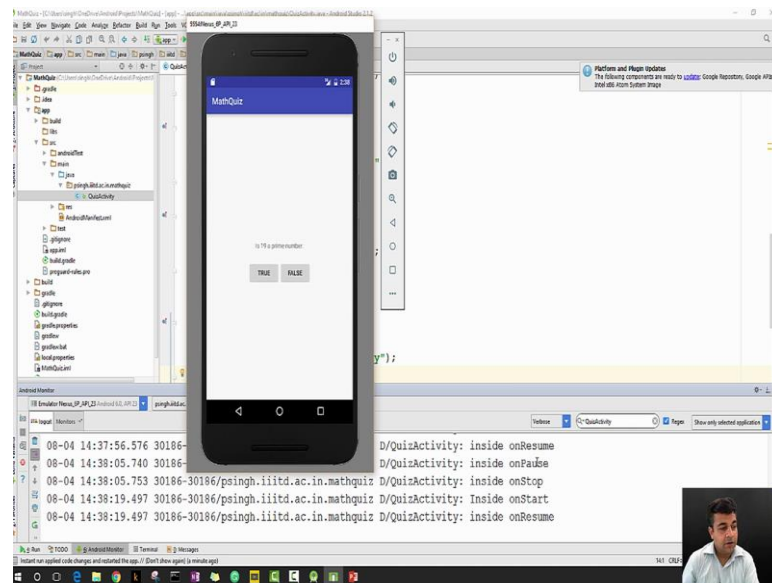




Can interact with it. If I go to home button then it is paused and then stopped. If I go back again and restart again then from stopped went to on start and it went to on resume.

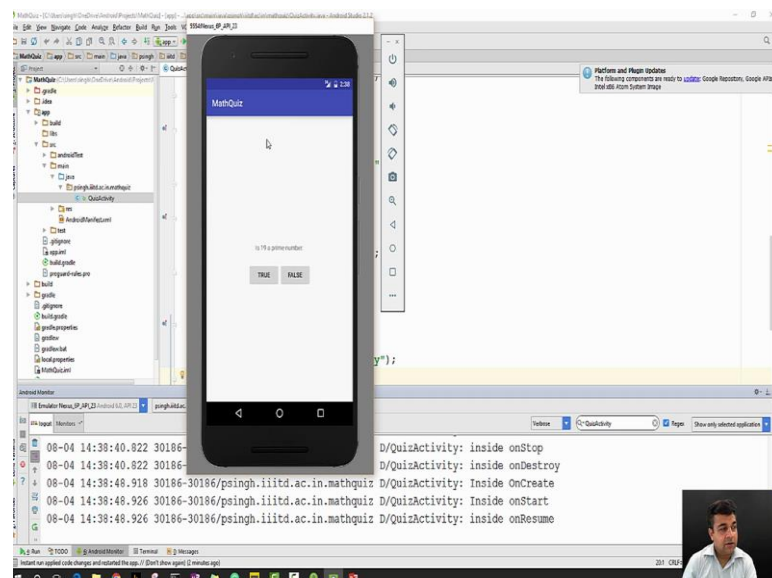
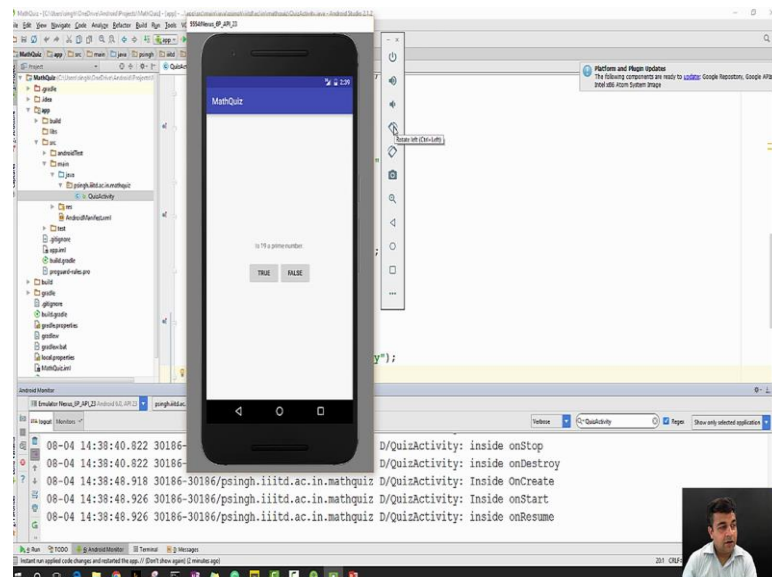
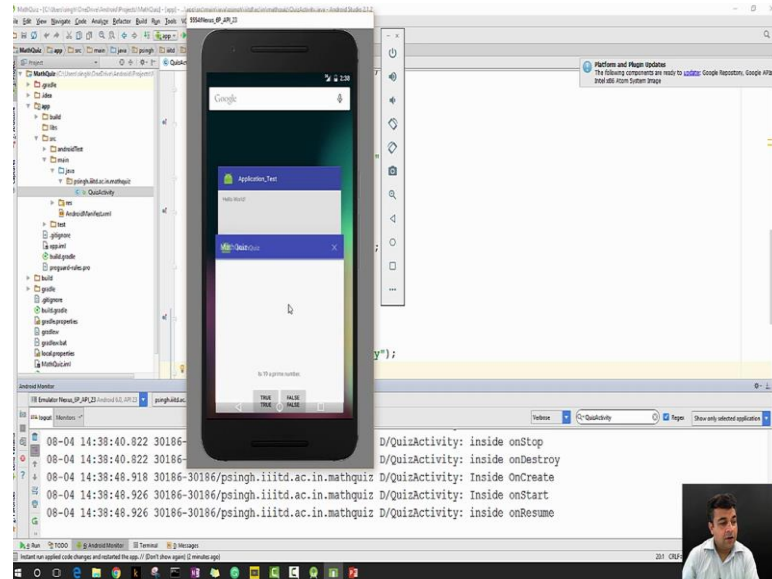
(Refer Slide Time: 15:46)



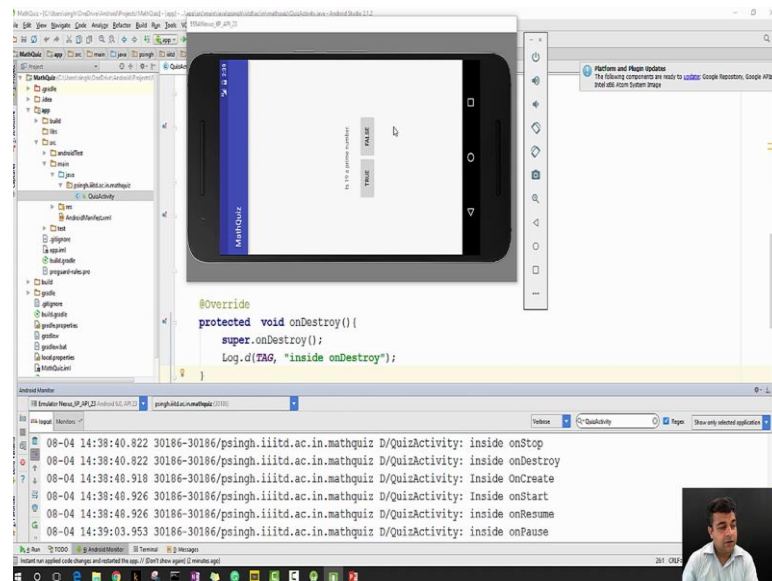


On resume went to on pause and on stop when I started on the application. Let me bring it back. It again comes to on Start and on Resume. Let me now press the back button and see what happens. Oops when I press the back button on destroy is called.

(Refer Slide Time: 16:24)

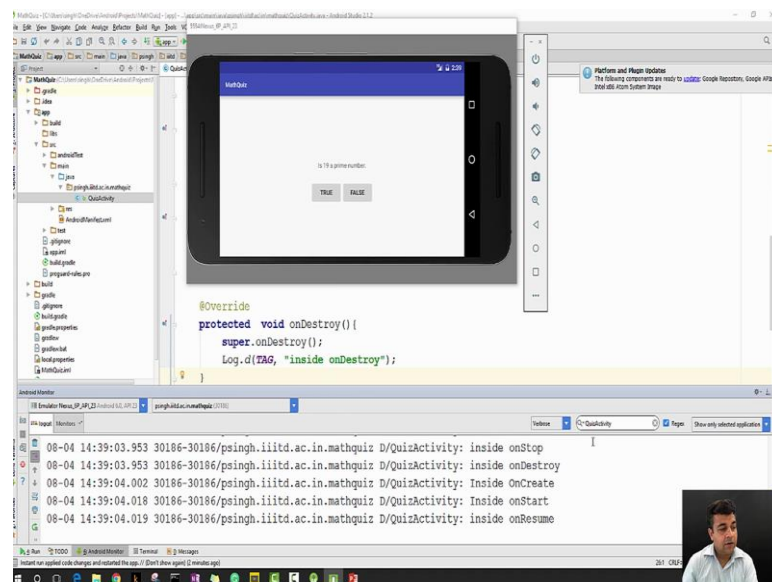




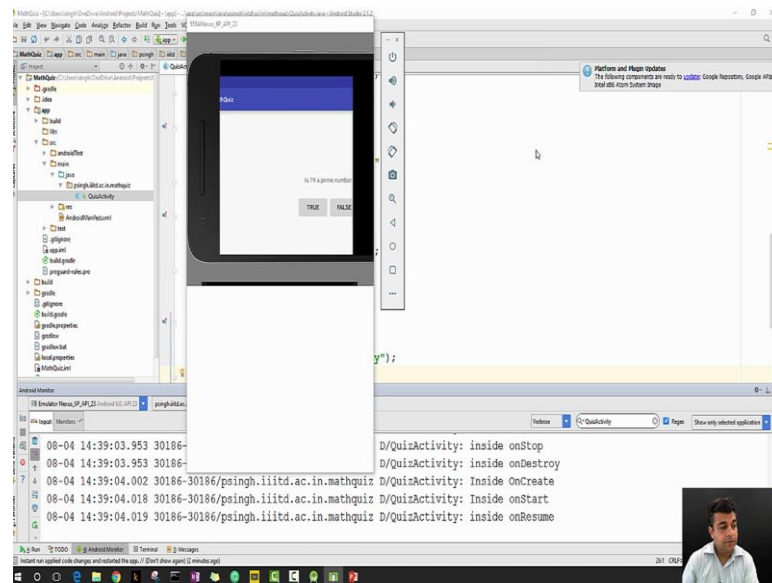


And when I press my recent app button again the app is created started and resumed. Let me press a rotate button so that it rotates.

(Refer Slide Time: 16:41)

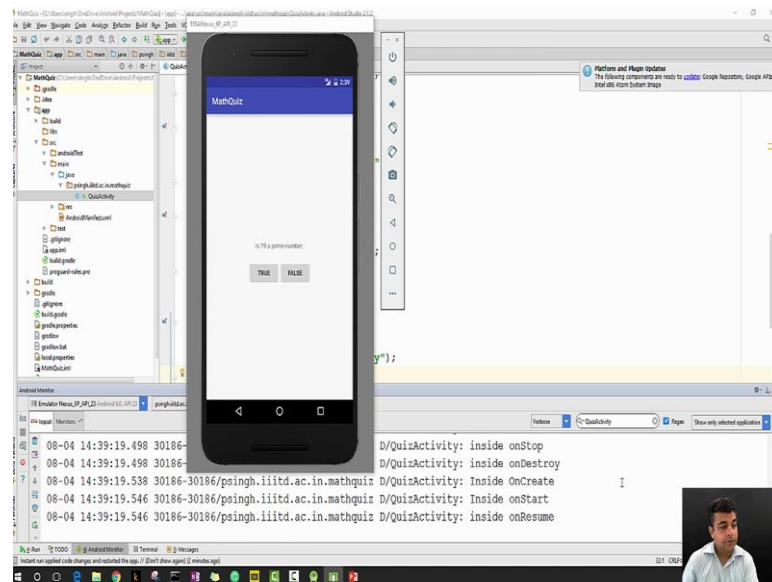






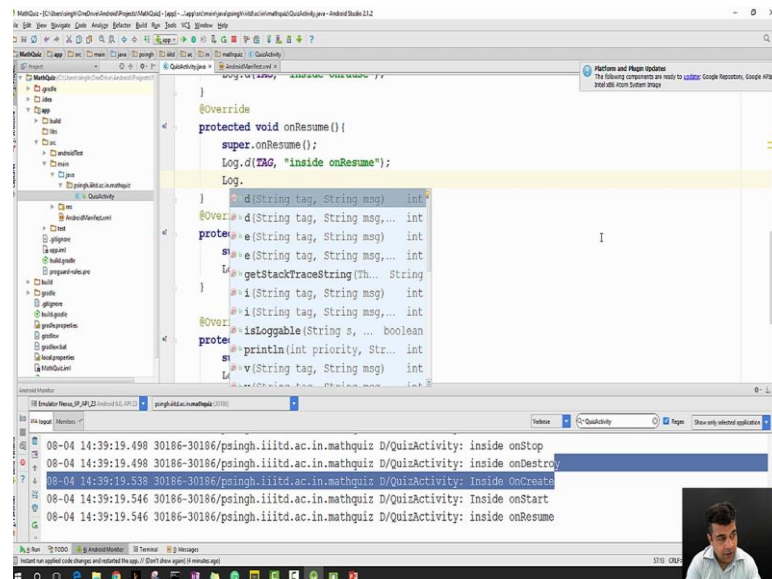
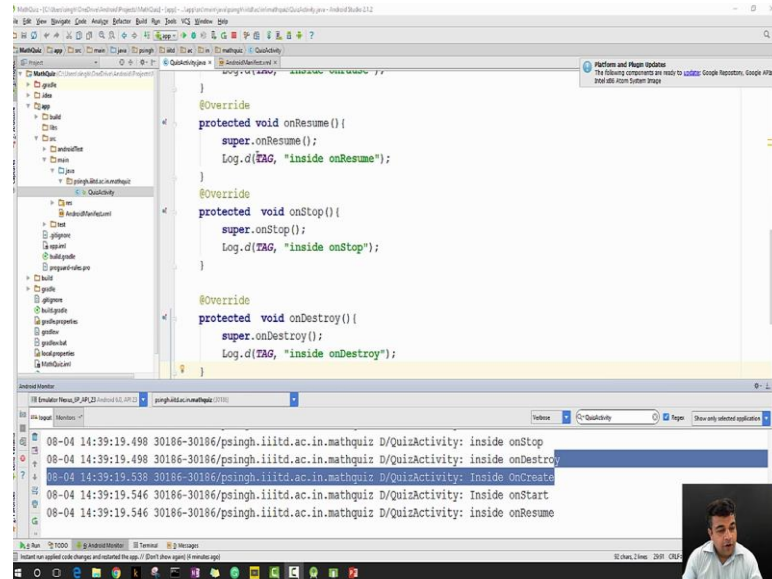
Now you see when I rotating first get destroyed then created started and resumed one more time.

(Refer Slide Time: 16:59)



Again destroyed, created, started, resumed. So in this lecture you could see that how using logs we can very easily follow through our activity's lifecycle.

(Refer Slide Time: 17:16)

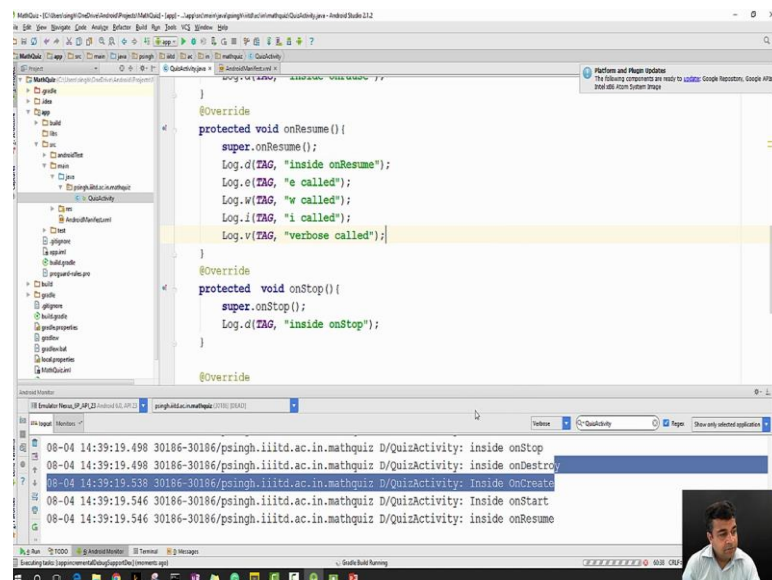
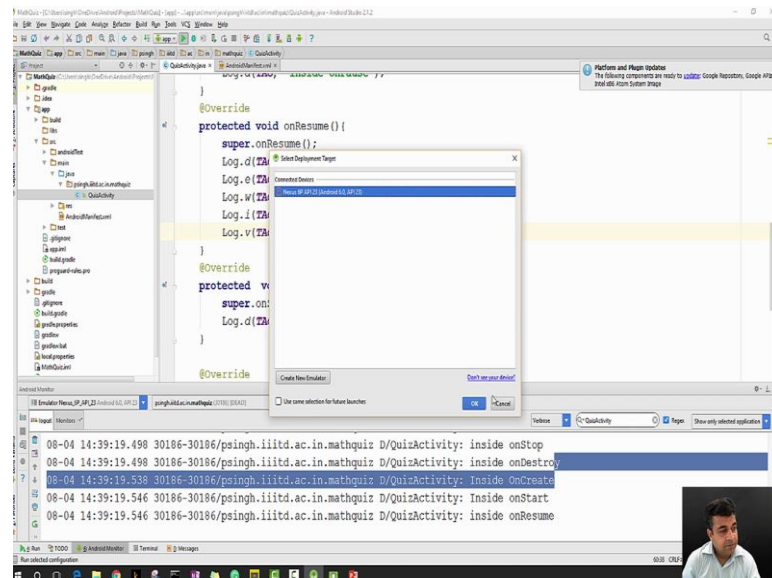


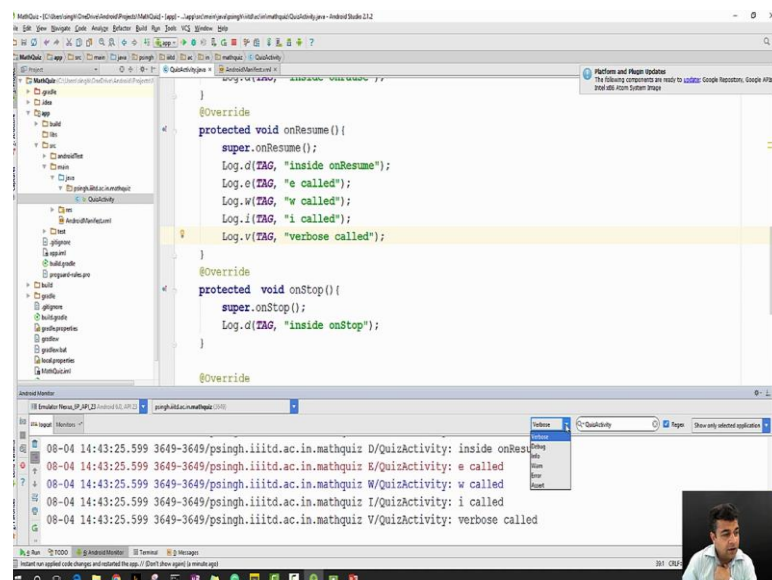
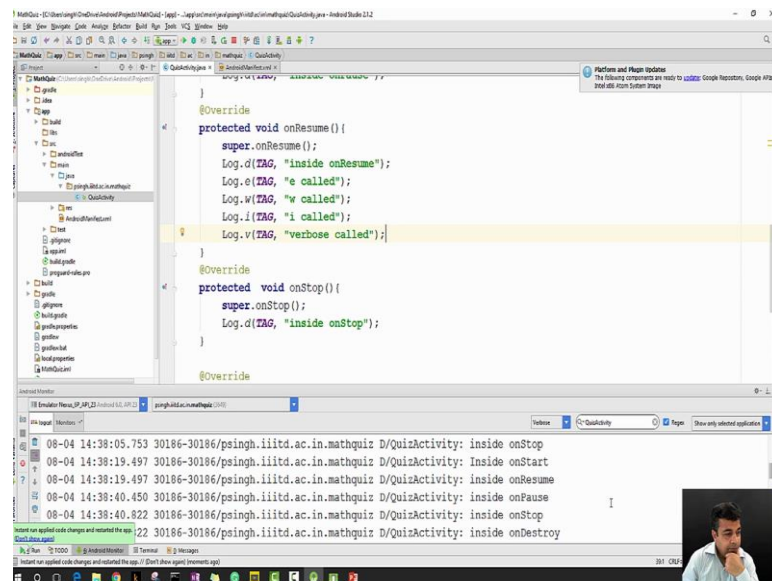
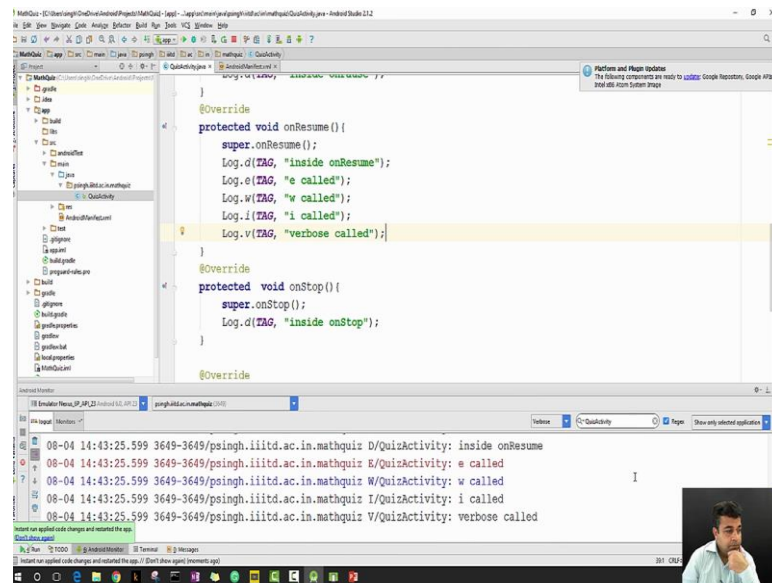
Now, so far (using) we were using only the .d version. Now let's try to use some other methods. There various others available. Let's say log e tag e called. I will only show it within the resume. log.w tag, w called. log.i tag, i called log.v tag, verbose called. The D stands for debug. The e stands for error. The w stands for warning. The I stand for info. And the v stands for verbose. You should use a v tag while you are developing.

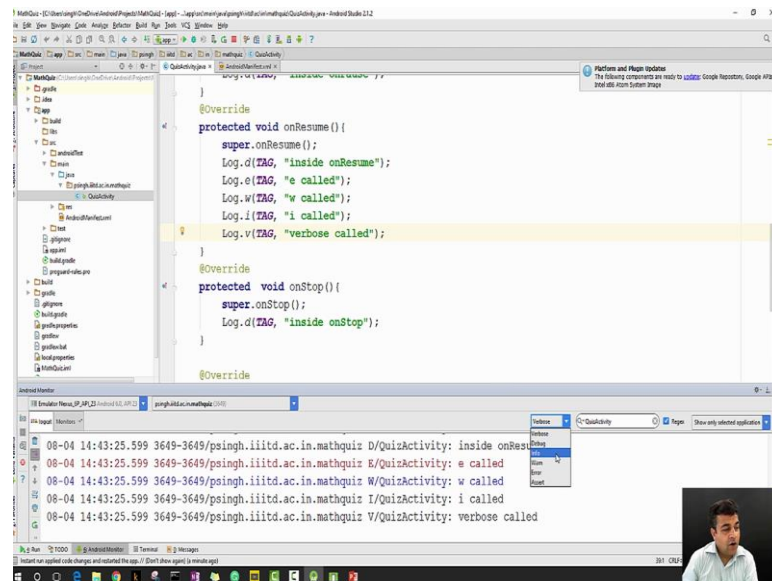
You should use a D tag when you want a debug output that may be filtered out. You should use I when you are using informational messages. You should use W

for warnings and E for error messages. So now let us again run our application and try to see how does the log tag handles these messages.

(Refer Slide Time: 19:32)

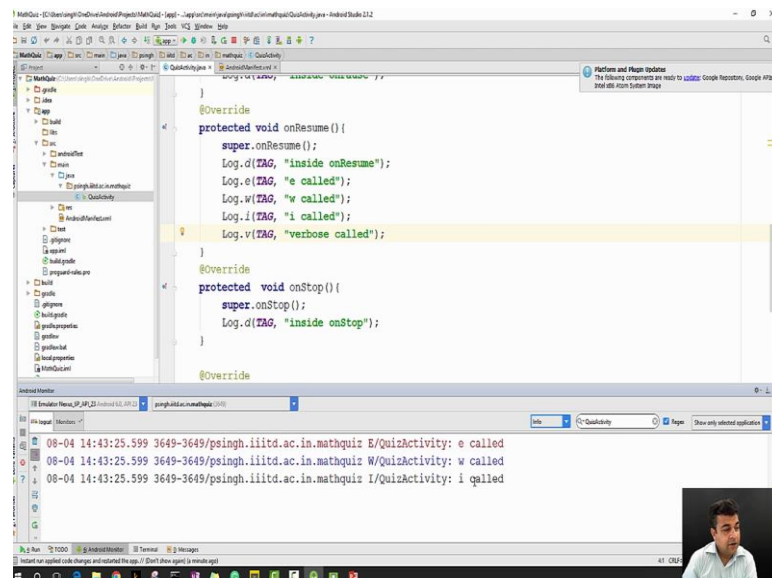




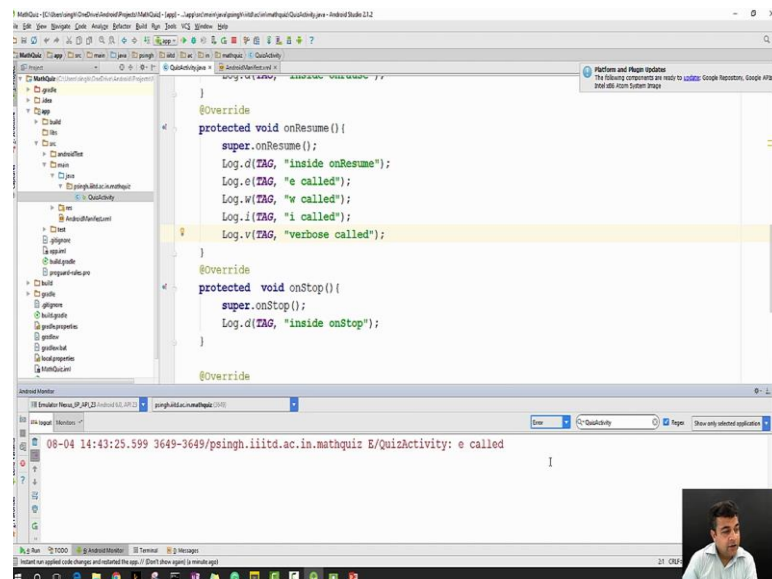
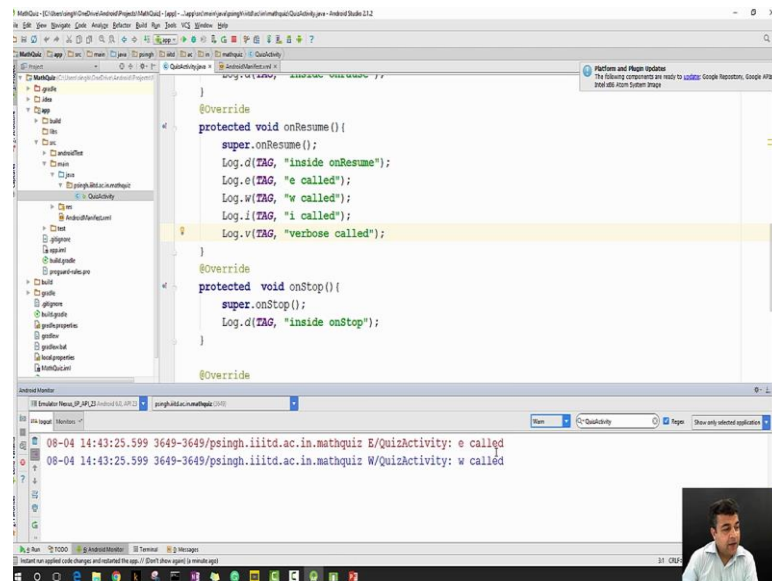


So I am currently putting a filter. You will see a small window there, currently says the verbose. The verbose mean that anything about verbose will be called. The verbose is the lowest level. Let me set it to what I call debug. Now you see that from previous (meth) previous log messages, the messages which had we called is gone comes back.

(Refer Slide Time: 20:34)



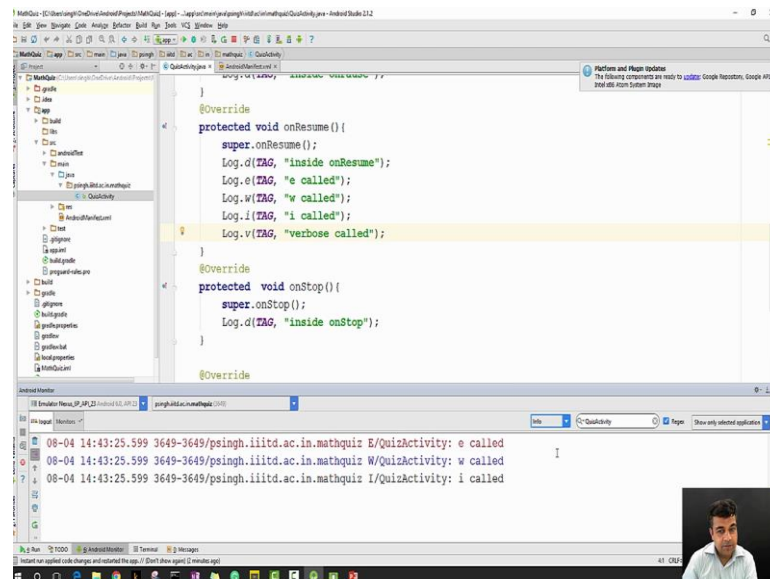
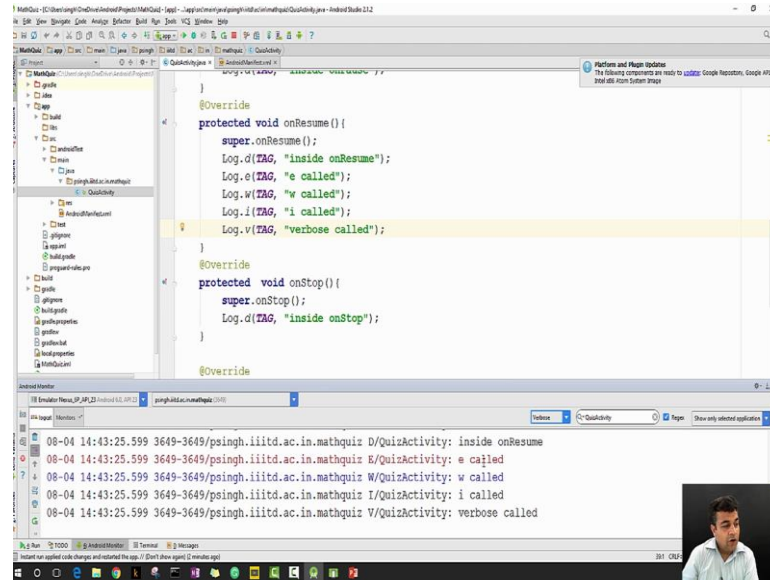




What I am (show) what I am showing you is the use of filter and log tag. Filter unwanted messages if I set it to I only I, W, E are there. Even D is gone. If I set it to w only the messages above W label will remain. So that is W and E. If I set it to E then only the messages above E will remain.



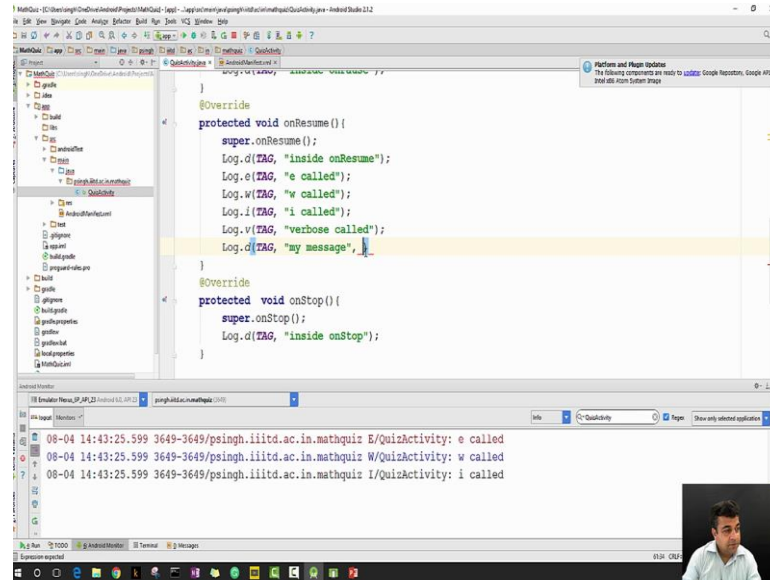
(Refer Slide Time: 21:06 )



So this shows different order in which these messages are divided. Based on your uses you can use this. So that by using this filter you can see the appropriate messages. And when you are using android.util.log class to send log messages, you are not only controlling the content of the message but also a level as you just saw.

Now so far we have been using a method called which is taking two string parameters. One is the tag and another is the message. Let us see what else is available. Let us see what is it?

(Refer Slide Time: 22:10)



So this is another method it takes a tag takes a message and it also take a throwable instance. It also takes throwable instance. From your knowledge of JAVA you know that JAVA uses exceptions. You can use this new signature of the log message to throw a certain type of exception.

So as we move forward and when we will use exception we will try to use the other signature of the log methods that is provided by android studio. In this lecture we learned about logging. How logging can be used to debug. And also our logging can be used to learn more about your program. Thank you!