

Debug with Logging

- Print statements require removal before production
- Logging provides a more effective alternative
 - Import classes/interfaces with core logging facilities

```
import java.util.logging.Logger;  
import java.util.logging.Level;
```
 - Declare and initialize the logger object for a class

```
Logger logger =  
    Logger.getLogger(ClassName.class.getName());
```
 - Instead of `System.out.println` statements, now use:

```
void log(Level level, String msg)  
logger.log(Level.WARNING, "Name is INVALID");
```
 - Static *Level* constants in descending order:
 - SEVERE (highest value)
 - WARNING
 - INFO
 - CONFIG
 - FINE
 - FINER
 - FINEST (lowest value)