

nodejs Console Logger

- ✱ Let's discuss on the [basic nodejs tutorial](#) on custom logging the [information or error](#) in to the file.
- ✱ For each and [every scenario](#) there are [two routes success](#) or failure. If the process succeeds write it in output file but if there is an error write it in [error Output file](#) as shown below:

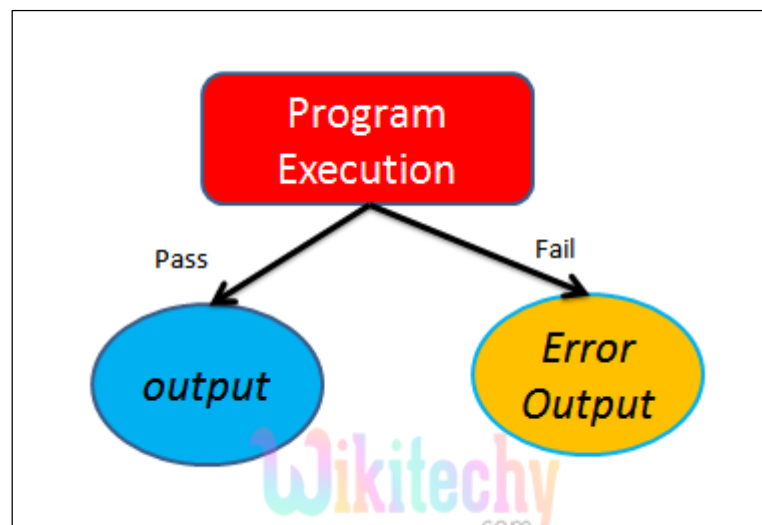


Fig1. Program execution in node.js

- ✱ This scheme is achieved using [filestream in node.js](#).

Custom console - Logger sample code - node.js for beginners

```
const output = fs.createWriteStream
('D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stdout.log');

const errorOutput =
fs.createWriteStream('D:\\wikiTechy\\7.node.js\\4.nodejs-
console\\stderr.log');

const Console = require('console').Console;

const logger = new Console(output, errorOutput);

var count = 5;
```

Code Explanation:

```
const output = fs.createWriteStream ← 1
('D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stdout.log');

const errorOutput = fs.createWriteStream ← 2
('D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stderr.log');

const Console = require('console').Console; ← 3

const logger = new Console(output, errorOutput); ← 4

var count = 5;
logger.log('count: %d', count); ← 5
```

- 1 Create write file stream in the path [D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stdout.log](#) and it is assigned to the variable `output`.
- 2 Create write file stream in the path [D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stderr.log](#) for logging errors and it is assigned to the variable `errorOutput`.



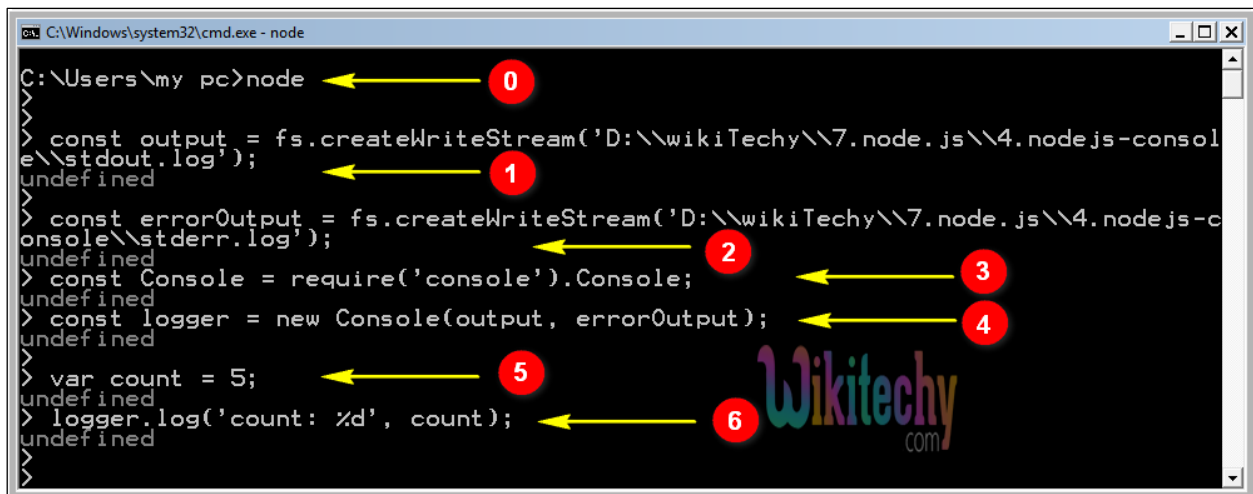
- 3 Create `Console` global variable and made it as required field.
- 4 Create `logger` object relative to `Console class` variable with the parameters as both `output` and `errorOutput`.
- 5 Declare and initialize the `count` variable and now we are trying to log using the line

```
logger.log('count: %d', count);
```

and this is similar to

```
console.log('count: %d', count);
```

- ✱ Properties of `console` is inherited with the name `logger` and am trying to use it.



```
C:\Windows\system32\cmd.exe - node
C:\Users\my pc>node
>
> const output = fs.createWriteStream('D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stdout.log');
undefined
> const errorOutput = fs.createWriteStream('D:\\wikiTechy\\7.node.js\\4.nodejs-console\\stderr.log');
undefined
> const Console = require('console').Console;
undefined
> const logger = new Console(output, errorOutput);
undefined
> var count = 5;
undefined
> logger.log('count: %d', count);
undefined
>
```

0. Entering into the nodejs framework to execute repl commands

- 1 Create the 1st file to store the output
- 2 Create the 2nd file to store the error output

- 3 Make the `Console` variable as mandatory.
- 4 Create `logger` object and inherit the `Console` option with 1st and 2nd file as parameters that is `output` and `errorOutput`.
- 5 Initialize the variable `count` which is 5 here.
- 6 `logger.log` will display the output as `count: 5` in `stdout` as shown below:

